

TRICKS & STRATEGIES FOR PS ONE AND PS2 | The Bouncer, Dance Dance Revolution, Fear Effect, Every Twisted Metal Code!

Z ZIFF DAVIS

April 2001  
ISSUE 43



OFFICIAL U.S.

# PlayStation

MAGAZINE

## XFL

The New League on PS2

## Test Drive

The Granddaddy of  
Racing Games Reborn  
on PlayStation 2

## Derek Jeter

Exclusive Interview with  
All-Star Baseball's Cover Boy

## TWISTED METAL. BLACK

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EXCLUSIVE DEMO DISC

See Video Footage of Twisted Metal: Black Plus! Shadow of Destiny and More.

## PLAYSTATION 2

Metal Gear Solid 2

Star Wars: Starfighter

Soul Reaver 2

Dragon's Lair 3D

Kessen II

Onimusha: Warlords

## PS ONE

Black & White

Triple Play Baseball

Digimon World 2

Point Blank 3

April 2001  
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Display Unit April 9



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PlayStation<sup>®</sup> 2

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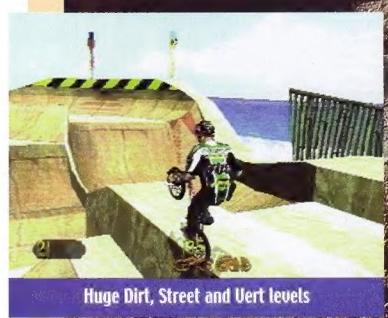
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# T.J. Lavin's helpful hints on backyard landscaping.

1. Kill all living plants and lawn
2. Truck in dirt
3. Build huge jumps
4. Watch for signs of stray flowers
5. Kill stray flowers
6. Truck in more dirt
7. Build bigger jumps



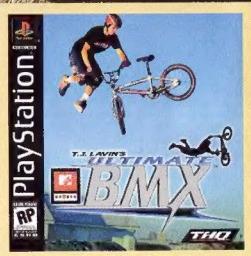
1000's of Real BMX Trick Combos



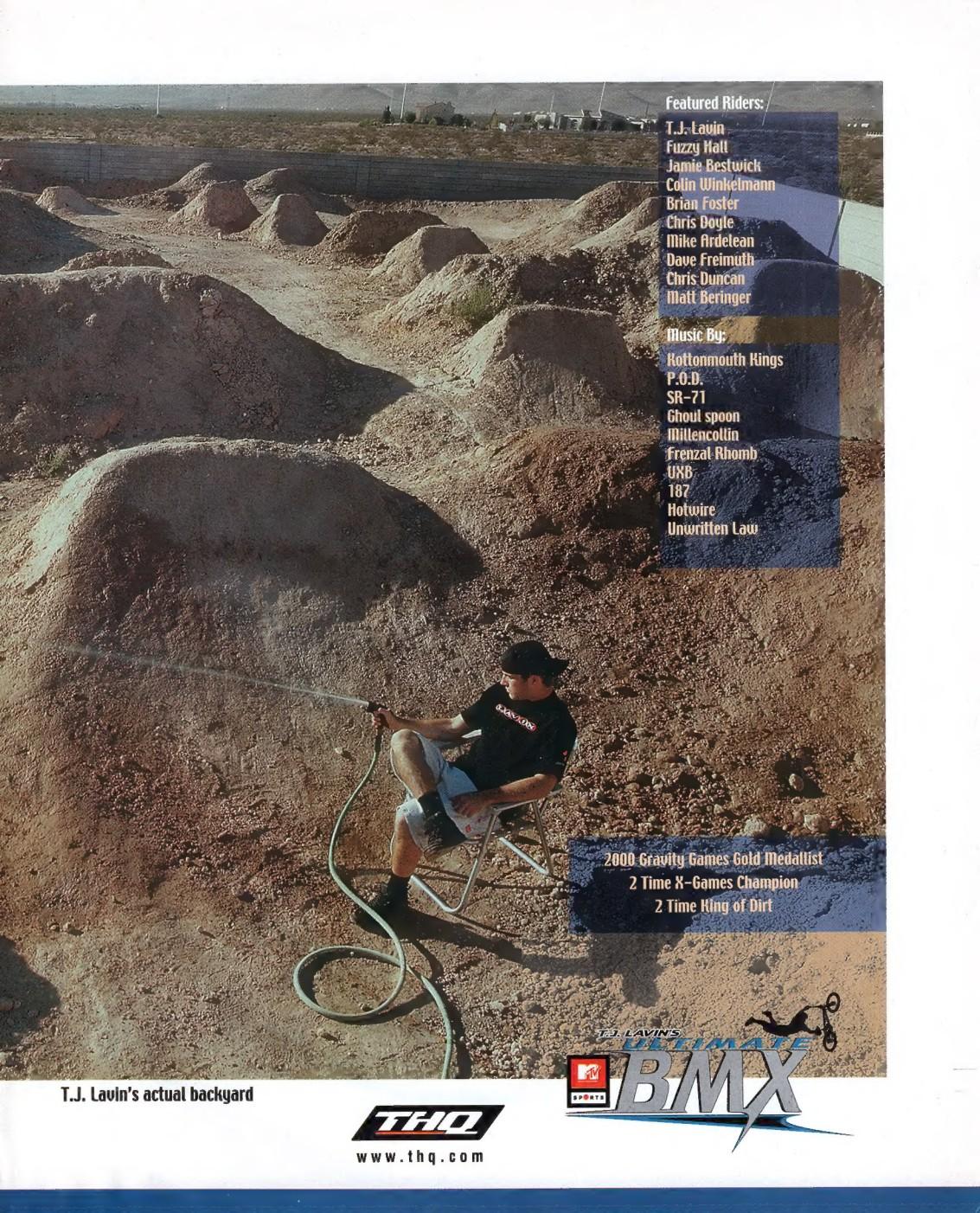
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Unique Evolutionary Playfield



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Brian Foster  
Chris Doyle  
Mike Ardelean  
Dave Freimuth  
Chris Duncan  
Matt Beringer

**Music By:**

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Frenzal Rhomb  
UXB  
187  
Hotwire  
Unwritten Law

**2000 Gravity Games Gold Medallist  
2 Time X-Games Champion  
2 Time King of Dirt**



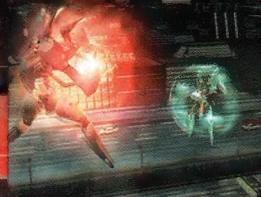
**T.J. Lavin's actual backyard**

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PlayStation®2

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*Official PlayStation Magazine*

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Produced by Hideo Kojima



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ALICIA BUELOW

In 1990 Alicia was an in-house designer for Adobe, being one of the first artists introduced to PhotoShop. We're sure Adobe never imagined their software would create our demonic cover.

[www.aliciabuelow.com](http://www.aliciabuelow.com)



SHUJI KOBAYASHI

Shuji has photographed tons of celebs, and made them look scary—in a good way. Now he's turned his unique eye to the Twisted Metal team. He's a man obsessed with his art, and it shows.

[www.7stdesign.com/shuji/](http://www.7stdesign.com/shuji/)

## Official U.S. PlayStation Magazine Mission Statement

The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the Official U.S. PlayStation Magazine (OPM) remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

## COVER STORIES THIS MONTH

TRICKS & STRATEGIES FOR PS ONE AND PS2

The Business, Dance Dance Revolution, Fear Effect, Every Twisted Metal Cover!

By ZD Staff  
Illustrations by Matt Sibley

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Twisted Metal: Black

Exclusive Demo Disc

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PlayStation 2 Point Blank 3

PS ONE

Black & White

Triple Play Baseball

Dimension World 2

Point Blank 3

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PlayStation 2 Point Blank 3

EXCLUSIVE DEMO DISC

Best Video Coverage of Twisted Metal: Black



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- Precision laser-sighting aiming mechanism

- 4-Player Deathmatch with 28 playable characters

- 1 and 2-Player "BOT" modes



PlayStation®2





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## DEPARTMENTS

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Everything you need to know to get our disc up and running.

### Input • 16

Let us know your thoughts. Write us at our usual address, or send us e-mail at [OPM@ziffdavis.com](mailto:OPM@ziffdavis.com).

### Spin • 20

This month's Spin section covers everything from stellar athletes to the reinvention of popular game franchises Test Drive and Dragon's Lair. We also honor the best games of 2000 in our annual awards section. And why might Sonic eventually see his way to your PS2? Find out—along with all the rest of the news, gossip and other usual PlayStation coolness.

### Top Secrets • 106

Master The Bouncer, Dance Dance Revolution, Fear Effect, all four Twisted Metal games and more.

### P.S. • 116

The usual back-of-the-book silliness, this time with some not-so-typical (or complimentary) awards.



## Must-buy PS2 games have arrived at last...

Early on, many bemoaned the fact that there weren't really any PS2 games that truly made you feel like you'd made a worthwhile purchase. SSX ruled the roost in terms of quality—and along with Madden and Tekken, you pretty much had all the really good stuff covered. Sure, NHL and FIFA are pretty damn good, but, let's face it, you could live without either of them. Now though, things are changing. Last month Ubi Soft's incredible Rayman 2 Revolution arrived in stores and signified the beginning of the monthly "quality hit" at retail. First Rayman, then Star Wars: Starfighter (which is truly fantastic, check out our reviews this month), and at the end of March we see Z.O.E., and promptly wet ourselves with glee. After that, we should (hopefully) see Gran Turismo 3, at which point the male, PS2-owning population of the U.S. will no doubt take a week off from work in order to play it.

Following on from that we get this month's cover girl, Twisted Metal: Black. I'm sure you'll have skipped to those pages and glanced at the fantastic screenshots already, but rest assured this is yet another of those PS2 games that you really need to see in motion to fully appreciate. And we can help you there. Pop in our disc this month and check out the video.



**EARLY CHILDHOOD RATING**  
Deemed Suitable For Children 3 Or Older.  
Products Carrying This Label Have  
Absolutely No Material That Would Be  
Considered Inappropriate By Parents.



**EVERYONE**  
The E Represents The Previous K-A Rating Last  
Year. Suitable For Kids Ages 6 And Up. E-Rated  
Games May Contain Minimal Violence Or Crude  
Language.



**TEEN**  
Contains Suggestive Themes, Mild Or  
Strong Language And Animated Violence.  
Some Parents May Want To Supervise Children  
Playing T-Rated Games.



**MATURE**  
These Games Contain More Adult Themes,  
Such As Profanity And/or Strong Language  
And Sexual Themes. Deemed Not Suitable For  
Those Under 17.



**ADULTS ONLY**  
The Extreme Of The Ratings, Suitable  
For Adults Only. Packs Sexual Themes And  
Extreme Violence. Console Manufacturers Have  
Yet To Allow An AD-Rated Game.

## DEMO DISC THIS MONTH



### TWISTED METAL: BLACK

RATING PENDING



As if our stunning cover and our in-depth feature weren't enough, we offer you a first look at Twisted Metal: Black in motion. Prepare yourself for a whole new Sweet Tooth—only this time there's nothing sweet about this psychotic marauding clown!

### SHADOW OF DESTINY TEEN

Konami has created a time-traveling tale where it's up to you to alter your own future by preventing your own murder. Our brains are numb from that concept! Take a gander at this video preview, then head on over to Reviews to read our thoughts on the final game.

### CHAMPIONSHIP SURFER EVERYONE

Leave that surfboard under the bed, and keep that skintight body suit in the closet—you won't need them to ride the virtual waves of Championship Surfer. We've got a demo level that will put your gnarly wave-riding skills to the test. Radical, dude!

### POWER SPIKE VOLLEYBALL EVERYONE

More summer beach fun, this time with the lovely Gabrielle Reece. This is Volleyball at its most basic. Two players squaring off against two more on the burning sands, clad only in the most revealing of bathing suits. Hot fun in the sun!

### TIGGER'S HONEY HUNT EVERYONE

Hold that tiger! Hold that tiger! Oops...wrong song, wrong tiger. In fact, Tigger is the most timeless of tigers, unlike that awful Le Tigre brand (what a cheap Lacoste ripoff that was!). Honey Hunt is squarely aimed at the younger gamer, but it's a fine diversion nonetheless.

## Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

WWW.ESRB.COM

# SPECIAL FEATURES



## SEGA ON PS2! • 20

What happens when one of the biggest, most influential and important video game companies ever starts to hemorrhage money? It halts production of its next-gen console and announces ports of many highly respected titles to competing systems—including your PS one and PS2. What games do we know you'll see? And which titles do we think would be perfect additions to the PlayStation library? Find out on the first page of Spin.



## OPM 2000 EDITORS' AWARDS • 26

Of the hundreds of games released last year, we name the best of the best. Did Tony Hawk 2 beat out Final Fantasy IX? Does TimeSplitters have what it takes to best SSX? Our awards await you.



## TWISTED METAL: BLACK • 86

Did you write Twisted Metal off as one of those tired franchises that should die a horrible, disfiguring death? Well, the old team is breathing new life into the series for the PS2, and they would love to hear more about this disfigurement you're talking about.

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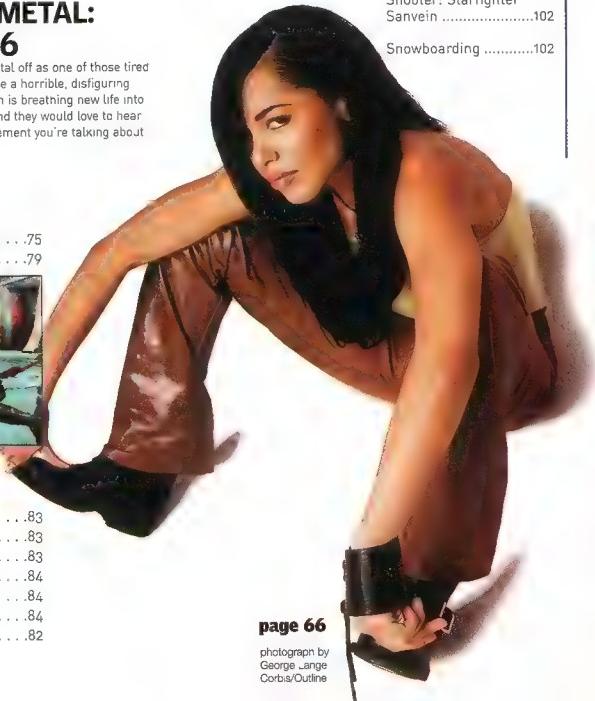
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TEEN  
**T**  
Animated Violence  
CONTENT RATED BY  
ESRB

# THREE HEROES ONE ENEMY ALL ACTION

Inspired by LucasArts' rich *Star Wars* flight-game legacy, *STAR WARS STARFIGHTER* combines intense air and space combat in a fast-paced action-adventure. Live the lives of three fighter pilots in a series of harrowing missions to save the galaxy from the evil Trade Federation. Pilot extraordinary 3D vehicles—including the Naboo N-1 plus a variety of never-before-seen craft—through stunningly real worlds in 14-plus air and space missions.

## STAR WARS STARFIGHTER

PlayStation®2



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[starwars.com](http://starwars.com)





DEMO DISC

# Twisted Metal: Black



We all knew it was going to happen sooner or later A Twisted Metal game for the PlayStation 2 was simply inevitable. The only question left to be answered was, who would undertake development responsibilities for the well-established vehicular-combat franchise? Many of us (as we) argue that SCEE drove the series into the ground (*Get It?* Drove?), starting with Twisted Metal 3 and continuing with Twisted Metal part 4. But there's good news to report this time—Twisted Metal: Black is being created by Incognito Studios, some of the very same brains who were behind the first two games. You may commence with the rejoicing in the streets. Watch the video, anticipate the you-can-destroy-almost-everything gameplay, and fear the Mecha Sweet Tooth. For more info on Twisted Metal's return to glory, you may want to take a glance at this month's feature story, conveniently located just a few easy page turns to your right.



PLAYERS: 1-4 • AVAILABILITY: SUMMER • DEVELOPER: INCOGNITO STUDIOS • PUBLISHER: SCEE • GENRE: ACTION

# Shadow of Destiny



Here's a new movie to whet your appetite for Konami's upcoming PS2 action/adventure *Shadow of Destiny*. The game, which should be on store shelves in the middle of March, weaves a story of time travel, and the supernatural. As the main character, Ewa Kusch, you must hop through different time periods, unlocking the mys-

teries of your murder amidst the dark setting of a small, European town. If you like what you see in the video clip, turn to page 98 to read what we thought of the final version.



PLAYERS: 1 • AVAILABILITY: MARCH  
DEVELOPER: KONAMI • PUBLISHER: KONAMI • GENRE: ADVENTURE

# Championship Surfer

In anticipation of the best season of the year, this month we're bringing you a double dose of summer sports. *Championship Surfer* is a neat little surfing game with a rather high learning curve. To pass the demo level, you have to rack up at least 1,500 points in the given minute (easier said than done). Practice makes perfect.



If the Arcade mode is giving you problems, try Free Surf.

EVERYONE  
**E**  
△ LAUNCH  
□ SNAP  
○ GRAB LIP  
× STAND

L1 CAMERA  
L2 NOT USED  
R1 CAMERA  
R2 NOT USED

PLAYERS: 1 • AVAILABILITY: NOW  
DEVELOPER: KROM • PUBLISHER: MATTEL • GENRE: EXTREME SPORTS

# Tigger's Honey Hunt



License + Existing Engine + Collecting 100 Items = Hit!

The wonderful thing about Tiggers is that Tiggers are wonderful things. And the wonderful thing about 3D platformers is that if you don't like one, there are about 200 others you might. The demo level for *Honey Hunt* is very short and incredibly easy, so you veteran platform fans may want to yield the controller to Little Johnny.



△ SHOW STATUS  
□ Crouch  
○ Charge Jump  
× Jump

L1 NOT USED  
L2 NOT USED  
R1 NOT USED  
R2 NOT USED

PLAYERS: 1 • AVAILABILITY: NOW  
DEVELOPER: DISNEY INTERACTIVE • PUBLISHER: DISNEY INTERACTIVE • GENRE: ACTION

# Power Spike Volleyball

Part two of our summer sporting double event stars *Power Spike Pro Beach Volleyball*, featuring the very talented (and may we say, attractive) Gabrielle Reece. To avoid hitting the ball out of bounds, watch your power meter in the lower right corner. It may not be the greatest game in the world, but where else can you re-enact your favorite volleyball scenes from *Top Gun*?



Thankfully, an indicator appears where the ball is about to land.

EVERYONE  
**E**  
△ BLOCK  
□ POWER HIT  
○ TACTICAL HIT  
× NORMAL HIT

L1 CHANGE STRATEGY  
L2 NOT USED  
R1 NOT USED  
R2 NOT USED

PLAYERS: 2-4 • AVAILABILITY: NOW  
DEVELOPER: CADENCE • PUBLISHER: INFORAMSES • GENRE: SPORTS

## Next Month's Demo Disc

### PS2 Video Previews:

The Bouncer, Red Faction, NHL FaceOff, Wintack, NBA ShootOut

### PS one Classic Playables:

Metal Gear Solid, Tekken 3, Ape Escape, Legacy of Kain: Soul Reaver, Spyro Filter 2, MediEvil II, The Legend of Dragon, The Emperor's New Groove, Cool Boarders 2001

## Disc Problems?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "Demo Replacement Disc," to the address below with the name and address of the store that sold the magazine and add \$1.00 and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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MANAGING DIRECTOR  
John Marahan  
MICROSOFT MANAGER  
Mike Lynch  
KAREN BOVINE  
Karen Hopkins  
RIDGE R. Russell



It's what you fear.

# ALONE IN THE DARK

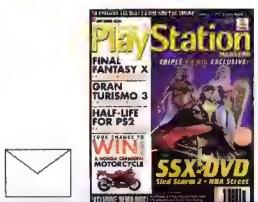
THE NEW NIGHTMARE



DARKWORKS  
GAME DEVELOPMENT STUDIO



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its action. We're pretty confident on this one. Still not sure? Check out our hands-on impressions of the gameplay on page 46.

### Can't Wait For...An Explanation

I have a good question for the staff. I have noticed that other magazines are guilty too of what I am about to point out. How can it be that Gary Steinman can't wait for Z.O.E. but Sam Kennedy and John Davison are saying that Z.O.E. is a current favorite of theirs [OPM #41]? I have a few theories about this. Maybe Gary is behind the times and doesn't know that a demo (has to be, it hasn't been released yet) of this game is already out. That would explain why John and Sam are crankin' it up. Or maybe John and Sam are sharing the demo and Gary is patiently (or maybe impatiently) waiting his turn to play. Is this how it is with you critics when new demos arrive at the office? Take turns? Or maybe still, John and Sam have traveled ahead in time and have swiped an actual disc from the future and are having the time of their lives at this very moment. I personally feel that this theory holds the most truth. Just kidding. Well, what's the story? Brett Pavlov  
Newport News, VA

## Letter of the month

**Think you have what it takes to write the Letter of the Month?**

**Send us your video game expos- sitions and you could win the official OPM Box of Joy.**

**We pack our Box of Joy with an assortment of goodies from all your favorite software**

**companies. It's got everything you need to get a fresh, early start on your day!**

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### Blasphemy!

I pose to you a question that I ask in all sincerity. Remember a few years ago when Star Wars—Episode 1 was premiering in theaters and everyone was all excited? Yeah, well, remember when it finally did come out and it was the biggest pile of crap in the world? Most die-hard fans of the series (including me) cried when it ended and we discovered that there was no plot.

So what will you do when the final version of Metal Gear Solid 2 comes to America and everyone scrambles to buy it, only to discover that it is one of the worst games ever created? I know that it sounds very far-fetched, but if this happens, how many of you guys will sell your Konami stocks and purchase ones in a rope company?

Pat Lynch  
Robodork1@excite.com

None of us owns stock in Konami or any other gaming company—that would be a conflict of interest. Wouldn't want to be accused of being biased in any way, now, would we? But for our question, let's put it this way: It just won't happen. Metal Gear Solid 2 will be a great game, from its plot to its graphics to

### Good Habits Through Gaming

**My youngest son (now 9 years old) is not a morning person by nature. Getting him up for school every morning used to be a battle. Then we got our PlayStation**

**My rule is, if you get up early enough, you can play before school.**

**He gets up at 6 a.m., plays until 7:30 a.m., then eats and gets dressed.**

**It's been two years now since I've had to write a note saying, "Please excuse Verdi for being late today."**

**Occasionally we make deals like, if he does the dishes he gets to play for half an hour or an hour during his normal play time.**

**I am so relieved that now he has formed the habit of wanting to get up early.**

**His favorite game right now is Twisted Metal 4.**

Debra Martin  
Winchester, CA

**Here's a double-dose of goodness for you, Debora. Not only will your son get to read all about the latest game in the Twisted Metal franchise, but he'll soon be receiving a shiny, happy Box of Joy (that is, if you share it with him). We like your style, Deb, using the PlayStation to inculcate good habits in your child and also using it as a reward when he helps out around the house. If more parents were as involved with their children's gaming, we might not have as many politicos clamoring about regulating the industry. Nice work, Debora! But did you have to name your child Verdi??**

## Separated at Birth?



Did you guys notice that Dr. Don and Dr. Dan have an uncanny resemblance to Bart & Ernie?  
DrVil2789@aol.com



Is it just me, or does the guy in Half Life for PS2 look like Ned Flanders?  
Tigress46273@aol.com



Has anybody noticed that Vivi from Final Fantasy IX looks like He-Man's sidekick?  
9373895101@mobile.att.net

Is it just me or does that guy in Onimusha: Warlords look like Keanu Reeves? Looks just like him!  
diablos@datacruz.com



For the record, the name of He-Man's sidekick is Orko. And to this list we'd like to add one more: Tidus from Final Fantasy X and Meg Ryan!



### Screen Caption Contest

Every month we run a pic, and it's your job to come up with a witty caption that makes us laugh so hard our heads fall off. E-mail your captions to [OPM.ziffdavis.com](http://OPM.ziffdavis.com) and mark the subject: CAPTION CONTEST. The new picture, from Onimusha, shouldn't be too difficult.



#### WINNER!

"Who's that cock all the chicks dig? Mort...he's one bad mother flocker...Shut your mouth."  
Trickymantle@cs.com



#### NEXT MONTH

Think of something rip-roaringly funny, and you'll be our next winner.



Your theories are pretty much dead-on, Brett—except for that time-travel one, of course! In the case you mentioned, Sam and John both had some hands-on time with Z.O.E. out in our West Coast office. But much to Gary's chagrin, that demo never made it out to the Chicago office, where the rest of the staff is located. In other cases, we have only one copy of a preview version to play with—and when it's a good game we're not as apt to share.



### Monster-Truck Madness

Where are the Monsters?

As in Monster Trucks. After all, the PlayStation has some of the greatest racing games going, such as the Gran Turismo series. There's also the mainstays of NASCAR and F1 racing, and even ATV and Motocross, but no Monsters. With events setting thousands of tickets all over North America, you would think there's some kind of market there.

Now, when I talk about Monster Truck racing I mean actual racing like you see every other week on TV. Not just rally racing with Monster-Truck vehicles, like some games have been.

So I, along with lots of other car-crushing fans, want to know when we can play as our favorite Monster Truck, whether it be the likes of Grave Digger or Bigfoot "Brian"

ckol@exec.tcs.com

### BRITNEY'S CORNER

I am morally offended by the "luscious" picture of Britney Spears in your Feb. 2001 issue of OPM. How about offering us pictures of the gorgeous Salma Hayek instead? (Hers are real!) Anne Cousins Hamilton, Ontario

Nope. No can do. We are an offensively bunch. So, Anne, you must suffer through yet another pic of Ms. Spears. Bwahaha!



Pop music superstar Britney Spears performs during the halftime show at Super Bowl XXXVII in Tampa, Jan. 28, 2001.

### He Works Hard for the Money

I'm writing to you to tell you about PlayStation 2 and how it's changed my life. When there were rumors about a PlayStation 2 system in the works, I [a PlayStation owner] told myself no matter what, I was going to get one. That was back in 1999. I dropped out of high school that same year. 1999 went by and 2000 crept up [so much for Y2K madness, huh?]. That only meant the PS2 release was getting closer.

I wanted to get a job but I didn't because I wanted to get the diploma I should have gotten in high school. (I know, you're not going to get far without a diploma. Trust me, I regretted dropping out a few months later, so don't rub it in.) So without a diploma I went out and looked for GED programs. When I found one, I went, took the test and passed. I got my diploma in the mail a few weeks later. This happened in June 2000. Now I cleared myself to get a job.

With four months to the PS2 release I needed a job. So I went and sought job opportunities. The first place I stepped into was Payless Shoesource (a place I didn't even want to be near, let alone seen near, for the reason that it's not popular with teens as far as footwear goes!). The manager so happened to need an extra person. So two interviews later I was hired.

It's the middle of July and I had a job. So with a few months left I needed to save for the PS2. I started to save \$20-\$40 a week until a week before the PS2 release, when I had enough to purchase one [I received one already in September]. On Oct. 26 I waited in line, paranoid about the shortage of PS2s, at 4 a.m. in front of my local Toys R Us. I was the first to purchase a PS2 from the store, and was at home playing it by 9:40 a.m.

Now a few weeks before my 19th birthday I get the news from my manager that I'm being promoted to assistant manager. All this because I wanted a PS2. Thank you for taking the time and reading my letter. Keep up the great work at OPM!

Enardo Rosario  
Bronx, NY

We know this is supposed to be inspirational, but we can't help feeling a little depressed after reading this letter...Good luck with those shoes, Enardo!

### Beautiful Boss Has Bad Judgment?

What's with the 3.5-disc score given to Star Wars Demolition in issue 41? How could this game be compared to the Vigilante 8 games, which I own and I happen to think are great games. Yes, they were both developed by Luxolux, but I think Star Wars Demolition might have been influenced by the Dark Side. I mean, you definitely can't compare the two. Star Wars Demolition sucks, and then when you think it can't suck anymore, it does.

I think I figured out why it was given such a good score: It's because John Davison, the critic who rated Star Wars Demolition, received a 9.6 rating from armchairnot.com (pg. 87), the highest score out of all the critics at OPM. After seeing his score, he was overjoyed seeing as how he's the hottest critic at OPM, so he decided to be kind to Star Wars Demolition and give it a good score. John, don't worry—I understand your judgment was clouded and I forgive you.

Andybarney8261@aol.com

That's quite the hypothesis, Andy (or is it Barney?). But there are two problems here. First, Demolition is a pretty good (if uninspired) game. Second, our fearless leader Mr. Davison would never let his chiseled good looks and boyish charm cloud his impeccable judgment. Like just now, he's thinking of giving extra pay raises to the entire staff—yet another example of his masterful benevolence. Right, John?



### QUESTION OF THE MOMENT

This month you tell us what you think of all the video-game movies coming out. Next month, tell us your thoughts on Sega developing for the PlayStation. Which games are you dying to see on your favorite system? E-mail your thoughts to [OPM@ziffdavis.com](mailto:OPM@ziffdavis.com). Mark your notes **Sega on PlayStation**.

Movies based on games are always a "must-see" event—to see if they suck monkey ass. The worst game-to-movie I've seen besides *Street Fighter: The Movie* was *Double Dragon*. *DD* (not *Dungeons & Dragons*)—a very, very, very, very BAD... and I repeat, BAD movie! made no sense at all. Come on, Jimmy and Billy were brothers of different nationalities! OK, 'nuff of that crap movie. I'm excited over *Tomb Raider*, *Final Fantasy* and *Resident Evil*. Those three games revolutionized gaming in too many ways. I think they should make a movie of all three of them together. That would be sweet. Lara would be a big-breasted sage tryin' to get some brains. Vanchai Yashanawong

[vymaster@hotmail.com](mailto:vymaster@hotmail.com)

The *Final Fantasy* movie looks beyond incredible. I'll definitely see that one. I don't know about the others, though. I'll wait until I see the reviews.

John Boreyko  
[jboreyko@intrex.net](mailto:jboreyko@intrex.net)

I am excited about the new *Tomb Raider* movie. After all, it is Angelina Jolie, so it can't be all that bad. However, I must object to your listing *Mortal Kombat* alongside *Super Mario Bros.* and *Street Fighter* (OPM 41). Although *Mortal Kombat* isn't a movie masterpiece, it is a decent action film. Best of all, they were able to capture the characters of the game very well and weren't afraid to show their special powers (Liu Kang's bicycle kick, for example). *Mortal Kombat* has to be the best video game-to-movie adaptation to date and it sold well enough to warrant a sequel (which did suck... maybe you should have listed that one instead).

But by far *Street Fighter* is one of the absolute worst pieces of garbage I have ever seen. I think Capcom should be ashamed to have its name associated with it. *Super Mario Bros.* comes a close second. I would probably hurl if I actually sat through that whole movie.

Ken Ng  
[kraziiken@vergo.net](mailto:kraziiken@vergo.net)

Of course I'm excited about the new movies, including the *Resident Evil* one, but can you guys show me some photos?! I am a big fan of RE and a big loyal fan of OPM. IT ROCKS!!

Hubert Andrade  
[limp\\_koRn\\_2001@hotmail.com](mailto:limp_koRn_2001@hotmail.com)



PlayStation®2



You've been hypnotized into thinking you're pretty good.  
On the count of three, you will wake up.

Get ready for a faster, tougher, meaner 4x4 Evo. With updated graphics  
and even more trucks and SUVs, this is the best Evo yet.  
So hold on, because there is life after asphalt.



ALL THE TOP SUVS AND TRUCKS FROM LEADING MANUFACTURERS TO CUSTOMIZE • 15 MERCILESS OFF-ROAD COURSES, EACH WITH THEIR OWN ACTIVE ENVIRONMENT, MUSIC SCORE AND DIFFICULTY • GO ANYWHERE GAMEPLAY — NO PREDETERMINED TRACK • ACCURATE PHYSICS, PHOTO-REALISTIC GRAPHICS, AND UNFORGIVING ARTIFICIAL INTELLIGENCE.



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# SEGA SWIRLS ONTO PS2

Illustration by www.davidball.net

## Bad news for Dreamcast owners, great news for PS players

It was just a matter of time. We all knew it was coming. The rumors had been flying for years. Sega officials had alluded to it on several occasions in the past. But on Jan. 31, Sega finally made it official. The company is getting out of the hardware business. Sega will slowly phase out its ailing Dreamcast platform and will shift to being a third-party developer for any and all hardware platforms (much like, say, Electronic Arts or Konami). What's more, Sega said it will bring several of its key franchises to the PlayStation platforms and that it plans to continue its online network on the PS2.

"The world of games is changing, so Sega must change, too," Sega Corp.'s chief operating officer Hideki Saito told the Japanese press. Bg, bold changes indeed—including the announcement of one of Sega's first games for the PS2, Virtua Fighter 4. Sega's flagship Virtua Fighter series had always been the company's trump card against Sony in Japan. Virtua Fighter 1 and 2 were two of the biggest reasons people chose to purchase Sega's Saturn over the PlayStation. But now the highly anticipated fourth installment is headed directly to the PS2. Coming along for the ride are Sega's other announced games so far: Space Channel 5 (a music game featuring a sexy host named Lalala), Sakura Taen (one of Japan's most popular drama series), Let's Make A Pro series [which is unlikely to hit the U.S.], Crazy Taxi, 18 Wheeler Pro Trucker and Zombie Revenge. The last three are to be published by Acclaim (which we reported on in the Feb. 2001 issue). More Sega PS2 titles are expected to be announced shortly.

And these games should be arriving fairly soon. Sega of America President Peter Moore said that Sega has had PS2 development kits for a while now, and that games for the platform are "further along than most people would realize. He's also unfazed about any possible difficulties adjusting to the PS2 hardware. "We have a group of developers that managed to program for Sega Saturn, and if they can program for Saturn they can program for anything." The PS2 and the Saturn both feature multiple processors, which can take programmers a while to get used to.)

Sega also plans to port several games from its Saturn platform to the PS one. While the Saturn died out here in the U.S., due to no small part to Sony's dominance, the system did have its own fair share of awesome games, and Sega wants to now offer

these to a new audience of gamers. "We will remake many of the popular games from our Saturn library and focus their distribution on North America," said Sega of Japan's special advisor Satoshi Kayama. "Perhaps," he jokingly added, "it was a good thing that the Saturn didn't sell well in America." So far no specific games have been mentioned, but insiders suggest a Sonic the Hedgehog collection and a port of Shining Force III as strong possibilities.

Sega also hopes to expand its presence into the PlayStation market through its online network SegaNet. "We have already sat down with Sony to go over network applications and services," said Kayama. Sega intends to offer SegaNet for the PS2, and it plans to make future games, such as a PS2 incarnation of its critically acclaimed NFL 2K series, fully playable over the SegaNet network.

Sega is also releasing two of its proprietary middleware tools, named Shinobi and Ninja, for the PS2. In the past, these tools were used for the Dreamcast platform and were highly regarded for their ease of use in development. Essentially, this means that other third parties will be able to license Sega's tools, allowing for easier PS2 development. Sega will also license many of its properties to other developers in order to make money through royalties—so if a publisher were interested in doing a new game based on, say, Sega's Shinobi series, they might be able to attain the license for it.

Many third parties, while sorry to see Sega leaving the hardware business, are optimistic about the company's new future. But others, namely Electronic Arts, are skeptical that Sega will be able to make quality software on platforms other than its own. "It's not quite as though this is GM saying we'll make BMWs, but it's the same kind of proposition," said John Riccettiello, president and chief executive of Electronic Arts. "They may look like BMWs, but I doubt if they'll drive like BMWs." Of course Riccettiello's remarks may also have something to do with the fact that soon enough EA's Madden series will be going head-to-head with Sega's own football franchise.

Whether or not you're a fan of Sega, the company's decision to develop for Sony's systems is certainly interesting. Arguably one of the finest software developers on the planet, with some of the most talented game designers under its belt, Sega might be able to produce even better content now that it's no longer limited to its own hardware.

"They always say you make money on the blades, not the razors," said Moore. "Right now, our games are the sharpest blades we have."

On behalf of the entire PlayStation community, OPM says welcome aboard, Sega.



### First Peek at Virtua Fighter 4



Sega has released first images of the character models from Virtua Fighter 4. According to the game's producer, Yu Suzuki, several of the characters in Virtua Fighter 4 will look far more detailed and appear to have aged a bit since the previous incarnation. As well, he states that the game's environments have been improved and will be more interactive—for example, footprints will be left in the snow and players will see the impact of a fall. Virtua Fighter 4 hits arcades and PS2 later this year. Look for more details next month.

Do you think Sega made the right decision in becoming a third-party software publisher and cancelling Dreamcast production?



Source: GameSpot

### OPM's top 10 most-wanted franchises to be redone on PlayStation 2



Shinobi  
Shenmue  
Phantasy Star  
Panzer Dragoon  
Streets of Rage  
Comix Zone  
Dark Wizard  
Ecco  
Golden Axe  
NFL 2K

### OPM's top 10 most-wanted Saturn games to be ported to PS one



Panzer Dragoon 2  
Panzer Dragoon Saga  
Daytona USA  
Virtua Fighter 2  
Shining Force III  
NIGHTS into Dreams...  
Phantasy Star Anthology  
Sonic Jam  
Burner Rangers  
Dragon Force

### Long Time Coming

The talk of Sega developing for other platforms has been bandied about for years. When Sega's Saturn console started to falter next to the PS one in the U.S., one of CSK's subsidiaries (CSK also owns Sega), SegaSoft, even announced that it would be developing for other consoles. This was a big surprise at the time, as SegaSoft was created in order to develop games for the Saturn and PC, while retaining creative freedom due to being outside of Sega itself. No SegaSoft titles ever made it to other consoles, though, most likely because the company ran into financial difficulties.

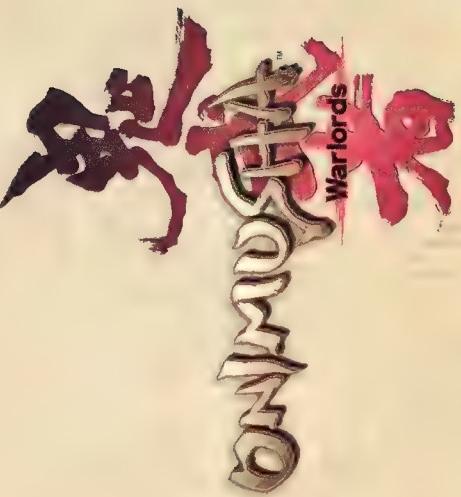
In 1997, when the Saturn was on its way out, Sega of Japan announced a company-wide restructuring and a plan to make the shift from hardware to software. Sega didn't elaborate any further, but it was widely speculated that the company was done with hardware because of its huge losses on the Saturn.

A short while after this announcement, though, Sega went ahead with the development of its Dreamcast console. According to insiders, the company was torn on which direction it should go. Its hardware group was developing the new console, but its software group weren't sure that was the right answer. In fact, ZDNet Japan recently uncovered that Sega owner Isao Okawa himself wasn't too keen on the Dreamcast project. "I had no intention of doing another hardware," he told the Web site. "But by the time I stepped in to have hands-on control of Sega's operations in June 1997, the Dreamcast concepts had already begun." He went on to say that he only agreed to release the system if it had a modem. "I forced them to have a built-in modem in the system....So many people in the company disagreed with the idea. But the only reason Dreamcast is still alive is because of it. If it didn't have the modem, I would have shut down the hardware business."

Okawa insisted Sega's future is with online network applications and games. In late 1999, just months after the Dreamcast's U.S. release, he even admitted that his intentions were for Sega to go multiplatform. "In the future there is the possibility of Sega becoming a software-only company," Okawa told the press at a special Okawa Foundation fundraiser. "Even if Dreamcast does sell, we will make that shift."

卷之二

# 山海經 十二章



卷之二

江海山川

Cleverness is as deadly  
as the sharpest sword  
when wielded by one  
with ample fortitude  
and directness.

Strength in the physical  
being is multiplied tenfold  
by the warrior who  
practices strength on  
matters of the mind  
and spirit.

Only through unyielding  
courage can a warrior  
overcome those  
obstacles which at first  
appear overwhelming.



On the field of battle, the  
Warrior should wield his  
weapons as unthinking,  
reckless ghosts,  
seeking those lives  
that oppose him.

When descending  
upon your enemy,  
run as the rabbit  
not as the fox.  
For the fox runs  
for his dinner, while  
the rabbit runs  
for his life.



ESRB  
Blood and Gore  
Violence



PlayStation®2

CAPCOM®  
capcom.com



## ZOE FLOWER STANDING UP FOR SEX

I don't recall the first time I heard the word sex, or when I began to understand the meaning of the act, or how I began to understand the whispered giggles in the school hallways as taboo. I do recall my first sexual encounter, sitting in front of a computer screen in grade school. The perpetrator was Leisure Suit Larry, an old computer game that contained extensive security precautions to prevent children from experiencing the salacious exploits within [OK, so it was more like multiple-choice adult trivial]. Once passed the trivia quiz, I went straight to drinking, gambling and soliciting prostitutes. Ten years after the corruption of my innocence, technology has revolutionized the world, Leisure Suit Larry has retired, and sex in video games remains a whispered taboo.

Mention the topic of sexuality in games to any parent, politician or publisher, and they'll act as if you've suggested they look at child pornography. Despite a deluge of violent titles complete with exploding body parts, it's believed that condoning mature sexual content in video games would result in the uncontrollable corruption of youth (not to mention financial ruin for publishers). And, by sexuality, I don't mean an uncensored pornographic simulation. I'm referring to the average scenarios and snapshots you see on prime-time television, glossy magazine covers and PG-13 movies. When it comes to mature content in games, suddenly everyone is so concerned for the children, disregarding the profuse amounts of unabashed sexual imagery in our mainstream media that influences youth on a daily basis. I'm all for offering ratings on today's software, but let's not forget the polluted pop-culture world we live in. Children will inevitably see what we don't want them to.

I believe sexuality could truly enhance stories and character development, offering a mature view of human nature and social relationships. Unfortunately, we repeatedly end up with the same cookie-cutter sexual icons and frenzied sensationalism that caters to the unattainable ideals of juvenile fantasies. We keep blaming the industry, and video games continue to take a beating for subscribing to sexual marketing tactics. Have we forgotten these tactics were initially conceived and proliferated by traditional media, including film, television and print? We simply cannot expect games to ignore such devices, deployed with great success in all other entertainment formats. At least games propagating such adolescent fantasies (insert Tomb Raider clone here) still offer the experience of attaining such fantasized ideals. That's more than I can say for the average teen magazine touting the "Love Thyself" mantra sandwiched between airbrushed thighs and doctored perfection. A Lara Croft daydream is far less dangerous than the realistic pressures placed on today's youth.

**With Fear Effect:** Retro Hell on shelves this month, flaunting a lesbian love story, the sexuality issue may really heat up. While we can't confirm the developer's motive for including girl-on-girl action, the outcome may be a new doorway into open discussions on sexual freedom in video games. Until then, if you hear me whispering in the hallways, you'll know what it's about.

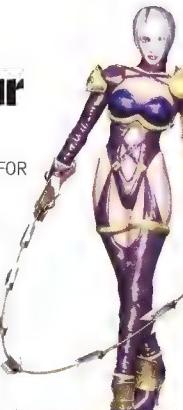
**Zoe Flower** is a producer for the TV show *Electric Playground*. She also is a designer for the show's Web site [www.elecpay.com](http://www.elecpay.com). She frequently whispers about sex. And video games.



## Soul Calibur Sequel

NEW FIGHTER PLANNED FOR ARCADE AND PS2

Sources in Japan have revealed that Namco is working on a sequel to one of its most popular arcade fighting games, Soul Calibur. Currently known as Soul Calibur 2, the sequel is being developed on Sony's System 246 arcade hardware, which will allow Namco to easily port it to the PS2. Sources close to Namco have hinted that Soul Calibur 2 could see a U.S. PS2 release by the end of this year.



## DATA STREAM

In Sony's Hood



Development studio Dog, known for its work on the *Crash Bandicoot* series, has been purchased by Sony. The studio is now a wholly owned subsidiary of SCE.

Back in Black



Infogrames is developing PS one and PS2 games based on the *Men in Black* animated TV series. The company is also in negotiations with Sony Pictures to do games based on the *Men in Black* feature film, due out next year.

Arnold on PS2?



Infogrames is close to signing the game rights for *Terminator 3* and *4*, according to *Daily Variety*.

## SUPER BOWL SPOILER

A little advice from the DPM staff. Next time there's a Super Bowl in Tampa, even if you don't have a ticket to the game. There's a wonderful place called Ybor City, which is the closest you can get to Bourbon Street without going to the Bayou.

OPM had a chance to rub elbows in Ybor with some of football's biggest stars at 989 Sports' Game Before the Game. Giants cornerback Jason Sehorn lost to Ravens wide receiver Qadry Ismail by a score of 14-12 in a tight contest of GameDay 2001 for PS2. Interestingly, the team that has won 989's Game Before the Game has gone on to win each of the last five Super Bowls.



Last year's Super Bowl MVP Kurt Warner even showed up to join the party



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# 2000 Editors' Awards

In a year fraught with election difficulty, it's perhaps not surprising that tempers ran high during the 2000 Editors' Awards selection process. We saw so many exceptional games last year that for many categories picking one winner was nearly impossible. Words were exchanged, gauntlets were thrown, and egos were squashed—all to ensure that these games, the cream of a particularly good crop, received the recognition they so rightly deserved. Congratulations to all the winners...but beware: We expect even better things to come.

# Games of the Year

## [PLAYSTATION 2]



# SSX

Runners-up: Dead or Alive 2: Hardcore • Smuggler's Run • Tekken Tag Tournament • TimeSplitters

Picking SSX as game of the year for PS2 wasn't exactly tough. Sure, we argued a little about whether Madden was worthy of the title, but at the end of the day it was simple, we just chose the game that played the most. More often than not we play something when it's released, and then it gets locked in a closet and never looked at again. SSX is different. People are *fanzatic* about this game. Friends, wives and relatives are addicted to it; it's not just us. This is something that has genuine appeal to a very broad range of gaming tastes. There's a sense of competition that it inspires which drives people to try to perfect every element. Sure, for the first few hours you just want to win races, but as your skills improve, the game works its wicked way into your system and forces you to obsess on the details. Pulling off perfect tricks becomes a matter of pride, linking tricks together becomes something to gloat about. We sat around in small huddles for hours working our way through the Showoff mode just so we could get gold medals in everything. Once we'd done that, we started freaking about filling up the track book so we could have ALL of the tracks, ALL of the boards and ALL of the outfits. We still haven't opened everything in the game, and we've been playing it since PS2 launch day. If you want to put yourself in a high-stress situation, hook up with someone else obsessed with the game and play an extended two-player session. The competition will get heated, believe us. In truth, any arguments about the game's worthiness centered on how many of our other awards it should receive. We toyed with disqualifying Game of the Year from other categories and feared for a while that it would completely clear up in every category it was appropriate for. Well, if it does, it does. It's a damn fine game and you owe it to yourself to check it out. It's certainly something that will be looked back on as one of the defining games for PlayStation 2, and we can't wait to see what's next.

ACCEPTED BY: Steven Rechschaffner, Executive Producer

What an incredible honor. When we first set out to make SSX we hoped to deliver a new type of arcade-style action to the sports-game genre. We never imagined the game would be as well received as it has been, and to receive recognition such as these awards only makes it that much sweeter. Everyone on the SSX team would like to extend a BIG thanks to everyone who's taken the time to play and enjoy SSX, especially those

## [PS ONE]



# TONY HAWK'S PRO SKATER 2

Runners-up: Chrono Cross • Final Fantasy IX • Madden NFL 2001 • Spyro: Year of the Dragon

The argument over PS one Game of the Year was a short one. The only problem came when we were trying to figure if THPS2 is the best PS one game ever. That argument is still raging. But back to the award at hand. Was there any doubt? THPS2 is so dynamic, so pick-up-and-play accessible and so fun, it's irresistible. The ability to spin a Melon into a Banana into a Vandal Lien or to go from Kickflip to Boardslide to The Big Hitler means that everyone who plays up a controller will bring their own style to show off. Are you vert? Street? Both? And speaking of creating, think of what was added to the sequel. Create A-Skater allows gamers to make replicas of themselves. If you felt like wearing a yellow short-sleeve, colored polyester shirt to lay run to your body while riding the subway rails in New York, so be it. Let us not forget the Skatepark Editor which led to infinite replayability. If you had the time to put together a park, your roommate definitely found time to try to master it. Of course, new skaters were added, along with an assemblage of new tricks and overwhelming new arenas to tackle in Career mode, but the one constant from the original was the superb control and the fact that you could piece together 30 two-minute runs before remembering to check your watch. Somehow, the game also managed to make many of us wonder who Bucky Lasek and Rodney Mullen really were, what they were really capable of.

So how did THPS2 get so much better than its excellent prequel? They listened to the fans. The Neversoft Web site let skater gamers chime in on what they wanted to see, who they wanted to see, and what new features they wished for while dreaming about the possibilities in their sleep. And Neversoft responded without pause. When it comes down to it, the THPS franchise has rewritten the rules for video-game X-sports. Although we're still having a great time with the sequel, it is horrible of us to be waiting so eagerly for the third?

ACCEPTED BY: Joel Jewett, President, Neversoft

Holy cow! Game of the year...thanks. Everyone on the team appreciates this very much. We want to thank everyone who skates and plays games. We have been thinking that maybe we should do another one of these Tony Hawk games, since everyone seems to like them so much. We are glad everyone likes the game, and now that we know the Game of the Year award gets delivered to the developer by the Victoria's Secret girls, you can count on us working hard next year. *OPM* rules!

### Best Puzzle Game

#### MR. DRILLER

Runners-up: *Aqua Aqua + Builder's Block* • *Fantavision + Super Bust-A-Move*



There wasn't a whole lot to choose from in the way of puzzle games for the PS one in 2000, but we're pretty sure that OPM's unofficial mascot would have competed fiercely for the top no matter what his competition. Though it lacks a two-player mode as found in its only real competition *Builder's Block* (and the \$10 fiasco *Spin Jam*, for that matter), *Mr. Driller* won our hearts with its undeniably adorable (yet manly) protagonist and gameplay that offered a new experience while also reminding us of old favorites ranging from *Tetris* to *Super Mario Bros. 2*. Drill on, Mr. Driller. Drill on.

#### ACCEPTED BY: Noriko Wada, Producer

First of all, thanks to everyone involved in the making of *Mr. Driller*. It wasn't without some peril that this strangely addictive game was developed. Many hours were spent playing it just for fun. Japanese teams spent their after-hours playing *Mr. Driller* to the point where they were in danger of missing the last train home. Meanwhile, American teams were banned from playing *Mr. Driller* if you weren't part of the localization team. But even though it was disruptive at times, it was well worth it.

### Best Direction

#### VAGRANT STORY



When you think about *Vagrant Story*, one of the first words that comes to mind is "cinematic." While it's undeniable that the fundamental game could have used some work, the cinematic segments that advanced the story showed an impeccable taste, from character design to animation to camera work and editing. The whole package showed as much flair as any Hollywood action drama. At least, we thought so.

#### ACCEPTED BY: Yasumi Matsuno, Director

It is a great honor to receive this award. I'd like to thank the entire staff: the graphic designers, programmers and motion designers who made every character's actions so attractive. This talent, as well as their professionalism, shows their dedication to all facets of this project.

### Best Action Game

# SPIDER-MAN

Runners-up: *Smuggler's Run* • *Spyro: Year of the Dragon* • *Star Trek Invasion* • *TimeSplitters*

They said it couldn't be done. But in 2000, developer Neversoft and publisher Activision proved that it is indeed possible to create a great superhero game. And not just a great superhero game, but the best action game of the year.

Be it clinging to walls, swinging from building to building, or using his webbing in other creative ways, Peter Parker's alter ego truly can—say it with us—do whatever a spider can. And he does so across one of the greatest mixes of level types we've seen. Wanna straight-up beat up bad guys? You'll do it. Care to practice some stealth? One level makes it essential. Feel like running from the cops? It'll happen. You even conduct a chase or two yourself, as you web-swing through Manhattan in pursuit of supervillains like Scorpion and Venom.

Along with the action you might find in a Spider-Man comic book comes a story as good as any you'll see these days. Full of twists and turns—not to mention cons derable laugh-out-loud humor the plot finds ways of involving several of Spidey's biggest friends and foes, anyone from Daredevil to Carnage. It all comes to a surprise climactic confrontation with a nemesis the wall crawler has never before confronted yet at the same time has Spider-Man's real fault: it is somewhat short length—it can be beaten in six hours or so. Still, the all out fun factor, cool extras, and repeatedly

enjoyable minigames that comprise the Training Mode all combine for a game that you'll play through on multiple occasions with equal enjoyment each time. But don't take our word for *Spider-Man's* greatness. It also has the ringing endorsement of web surfer creator Stan Lee (who also provided some excellent narration). "The action's intense and inspired and keeps increasing as you zoom along!" enthused the comic book legend in his January 2001 *OPM* column.

ACCEPTED BY:  
Joel Jewett,  
President, Neversoft

Thanks for the honor. Bringing the wall-crawler to life was pretty mucha labor of love for the guys on the Spidey team, so knowing that the effort was not wasted on all the Spidey fans out there means a lot to us. We just hope everyone has as much fun playing the game as we had making it!

time to be his most charming, matching great cartoon-like graphics with the most engaging platform action of the series. And *Activation* came through on yet another license with *Star Trek Invasion*, a dogfight-heavy space shooter worth bearing up.

But in the end, the selection of *Spider-Man* as best action game sparked little controversy among OPM's editors. "Nuff said."

### Best Racing Game

# COLIN MCRAE RALLY 2.0

Runners-up: *Midnight Club* • *Moto GP* • *Moto Racer World Tour* • *Ridge Racer*

*Best Racing Game* is usually such a tough category for us to look at, but without a *Gran Turismo*, this year was pretty easy. We considered *Ridge Racer* for a while, as well as *Moto GP*, *Midnight Club* and *Moto Racer*, but ultimately there was a clear winner. Although rallying isn't exactly a big sport in the U.S., Codemasters'

Herculean efforts in piecing together *Colin McRae Rally 2.0* are more than worthy of merit. This is truly awesome

racing game that any car lover should really seek out. Like many true "greats," there's a chance that *CMR2.0* won't exactly light up the charts, and subsequently won't be enjoyed by as many people as it deserves. But if you love racing games, don't miss it. The presentation is wonderful, the sound spectacular, the depth astound-

ing...but most significantly, the controls are some of the best we've ever encountered. If you love cars, buy this game.

ACCEPTED BY:  
Guy Wilday, Producer

On behalf of my talented team at Codemasters, I would like to thank OPM for recognizing *Colin McRae 2.0* as the Best Racing Game of the Year. There was a tremendous amount of effort that went into making this sequel a success and we are absolutely thrilled with the response we've received so far. We are especially thrilled to receive this award because rallying isn't as popular in the U.S. as it is in Europe. Cheers!



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### Best Strategy Game

#### FRONT MISSION 3

Runners-up: *Deception III: Dark Delusion* • *Hogs of War* • *Kessen* • *Theme Park Roller Coaster*



At the time we reviewed *Front Mission 3*, we said it was the only title we would put alongside *Final Fantasy Tactics* as a must-play strategy/RPG game. That remained true for the rest of 2000. The immense, multi-branching story, the beautifully balanced combat engine, the wonderfully detailed setting, and the great graphics all combine to create one of the most involving—and time-consuming—games around.

#### ACCEPTED BY: Toshiro Tsuchida, Director

Thank you very much for this award. With FM3 we were able to combine the aspects of an RPG with those of a world-class strategy game. Our efforts proved successful in the welcome reception that we saw with its release. In the future, we hope to bring many more compelling titles to North America. Thank you again to all of our industry peers and fans, with whom we are able to make this happen.

### Best Miscellaneous Game

#### RPG MAKER

Runners-up: *Harvest Moon: Back to Nature* • *Incredible Crisis* • *Jeopardy! 2nd Edition* • *The Misadventures of Tron Bonne*



Though the wonderfully wacky *Incredible Crisis* gave us pause, this one was really no contest. The amazing depth, breadth and power packed into *RPG Maker* make it the hands-down winner. Not only can you create your own story, you can also design art pixel by pixel, modify every attribute of every enemy, add dialogue, special effects, spells, weapons, magic items... In short, everything you'd find in a standard RPG except rendered cinema. Brilliant.

#### ACCEPTED BY: Agetec, Publisher

We would like to thank ASCII for allowing us the opportunity to provide a title to the North American market that ultimately promotes and rewards imaginative use by budding game makers everywhere. We would also like to thank those in the media who saw the benefits of *RPG Maker* in enhancing the appreciation not only for the genre, but for those who work to create the games in it.

## Best RPG **CHRONO CROSS**

Runners-up: *Final Fantasy IX* • *Legend of Dragoon* • *Lunar 2: Eternal Blue* • *Summoner*

In our most heated debate out of all of this year's awards, the OPM crew decided to award *Chrono Cross* with Best RPG of the year. It wasn't easy, with *Final Fantasy IX* offering so much fierce competition—in fact, we originally came up with a clean tie between the two games, but decided that conferring the award upon both would be a cop-out—but after much discussion over which game deserved the award most, *Chrono Cross* came up as the clear victor. Even though *Final Fantasy IX* feels like a more polished game and has a better storyline, we still chose *Chrono*. And here's why:

*Chrono Cross* has a special magical feel, to it that *Final Fantasy IX* doesn't. It's the feeling that this was a labor of love from a team who was willing to give it all and come up with something new and special. With a *Final Fantasy* title you know you can always expect quality. But there are also a whole bunch of other things—little gameplay elements and intricacies and whatnot—that you expect as well. With *Chrono Cross*, this wasn't the case. Even though this was a sequel to the original *Chrono Trigger*, *Chrono Cross* actually shared very little in terms of story or gameplay elements with the original... Not because the original was bad by any means (it's actually revered by many as the greatest RPG of all time), but because the developers want-

ed to go in a new direction with it. They were given no set guidelines or rules to follow, and because of this they were able to come up with several innovations for the game—and for the RPG genre in general. Innovations that the game development community would be wise to pick up on.

*Chrono Cross'* developers loved the original title deeply—and it shows throughout. Little references in the story as well as the music score were put there only for the most devoted fans. And that means a lot.

But there were other reasons for going with *Chrono Cross* too, one being that the game has a much more involving battle system. There is so much you can do with it that each one can be completely new and different from the rest. Another is that the soundtrack is simply gorgeous (note that it was in the running for best music of the year as well). *Final Fantasy IX* features a very great soundtrack too, but Yasunori Mitsuda's work on *Chrono Cross* has been known to bring tears to the eyes of gamers. What better praise can we offer?

Despite which you may prefer, it can't be denied that *Chrono Cross* and *Final Fantasy IX* are two of the best RPGs of all time. You may disagree with us about which should be on top, but you can't deny that they're pretty darned close. The solution? Both need to be in your col-



### Best Multiplayer Game

#### TIMESPLITTERS

Runners-up: *Monster Rancher Hop-A-Bout* • *Ms. Pac-Man Maze Madness* • *SSX* • *WWF SmackDown! 2: Know Your Role*

When it comes to "no-brainer" awards, this one definitely qualified. We looked at a bunch of other games for the category, but the only thing that came close was *SmackDown! 2*, and ultimately that didn't offer the same kind of thrill that *TimeSplitters* gave us. You know that something must be working well when miserable bastards like Gary, who claim to "hate" first-person shooters, start issuing challenges to anyone within earshot. We played the crap out of this game, and once we'd become proficient the game seemed to come into its own. Unlike many shooters where players just end up pissing each other off in a massive frag-fest, the incredible speed of *TimeSplitters* means that the pace never slows and things always remain interesting. Sure, the single-player game is a bit dull, but the real action is in the Deathmatch and Capture the Bag modes. Yes, they're not particularly original in the grand scheme of things, but they're certainly the most enjoyable multiplayer experience around.



**ACCEPTED BY:  
Dave Oak, Managing Director**

It means a lot to us all at Free Radical to have *TimeSplitters* recognized in this way. It is great to know the hard work everyone here put into creating our first title has been appreciated in the U.S. We are particularly pleased that OPM have chosen to highlight the multiplayer aspect, as it was always our aim to produce a game which would be even more fun with a few friends.

### Best Adventure

#### FEAR

Runners-up: *Dino Crisis 2* •

When *Fear Effect* blasted onto the scene last year, the only weakness was that ridiculous ad campaign where a guy on a Gotham subway would look up and see a bunch of normal-looking people turn into gory monsters with worms crawling out of their faces. The ill-advised ad campaign had as much suspense as a children's book, but anyone who played *FE* knows that it was an amazing adventure, with enough twists, turns and character depth to keep you plugging away into the wee hours of the morning.

When the debate over the Best Adventure Game was at a fever pitch (and it was feverish), we originally came up with a tie for the winner and had to orchestrate a revote, one element put it above the rest: the storytelling. There you were following behind three characters who popped in and out of the storyline, each with realistic personal ties. Sure there was cussing, and yes, the sexy dame, Hana, drops her towel to save herself from a fatal gun wound. But those are the types of things that made the game come off as more



**ACCEPTED BY:**  
Hironichi Tanaka, Producer

On behalf of the Chrono Cross team, I would like to thank you for awarding Chrono Cross the honor of Best RPG. This award means a great deal to us, especially because we had to live up to the Chrono Trigger name. The average age of our team is the oldest in Square, but our great teamwork and experience has definitely paid off. I would like to give a big thanks to all the old foxes on the team and for everyone's support. This award is a great encouragement for our future projects to come. Thank you.

lection. Square has once again proven that it is the king of RPGs, and any fan of the genre can expect a brilliant, innovative and entertaining experience from both games. Bravo

## Game

# EFFECT

Parasite Eve II • Syphon Filter 2 • Vagrant Story



realistic and more daring than the other guys. Not to mention you couldn't help but want to stick around to see what might happen next.

But with all the character and talk of story, you really can't talk about Fear Effect without mentioning the stunning visuals. Whether you're plodding through the exquisitely risky depths of hell, or fending off enemies on a China rooftop, every background had the veracity and power to envelop you in its unique setting.

The puzzles are another plus that kept the story moving. Gamers who settled in

with FE never felt like they were ever removed from the story for more time than it took to change discs. The puzzles were unique, well thought-out, puzzle, intense and made you feel like something was at stake each and every time you were faced with a challenge.

Ultimately, FE is a surprise cinematic triumph in a category dominated by sequels. Of course, now there's an FE sequel... But check the review of Retro Hawk in this month's Reviews section and you'll realize that Fear Effect is here to stay. And we could not be happier.

**ACCEPTED BY:**  
Stan Liu,  
President, Kronos

I would like to thank OPM for choosing Fear Effect as the best adventure game of the year. In a genre so thoroughly saturated with veteran titles and clones alike, it is indeed a great honor just to be nominated, much less to win. I would also like to thank Eidos for believing in Kronos' daring vision and their constant unwavering support. To the team of talented programmers, designers and artists for their immense effort in making the dream of Fear Effect a reality, my deepest thanks. Most importantly, I would like to thank all our adoring fans out there for giving a newcomer a chance to prove to the world that it is possible to make an "interactive movie" that doesn't suck!



## Best Fighting Game

# DEAD OR ALIVE 2

Runners-up: JoJo's Bizarre Adventure • King of Fighters '99 • Street Fighter EX3 • Tekken Tag Tournament

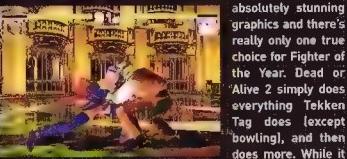
Surprised? In a way, we were too. We've gotten so used to Tekken being the dominant force in PlayStation fighters that we had to null this one over quite a bit. But in the end Dead or Alive 2 won out for a number of very good reasons.

Most importantly, innovation: The multi-level, breakaway arenas added new facets to the gameplay, and the excellent rever-

sal system made for great see-saw battles. Add team play (including fantastic team throws) and absolutely stunning graphics and there's really only one true choice for Fighter of the Year. Dead or Alive 2 simply does everything Tekken Tag does (except bowling), and then does more. While it may not have TTT's super-deep arsenal of moves, it's got plenty of depth elsewhere.

**ACCEPTED BY:** Isamu Fukada, President, Tecmo

Wow, what a great honor! To Team Ninja, John Inada, Tiffany Stratton, Brian Hoisko, Norma Mautautia, Brian Iannessa, Tom Lee, Jun Hasume, Michelle Cortado, Setib Nekket, John DeNovi, and the entire staff at Tecmo USA, this award is for you. With DOA2, we set out to make a game that was innovative in both graphics and gameplay. But most of all, we wanted to make a game that people love to play. The response has been overwhelmingly positive, and we'd like to thank our loyal fans for making it such a huge success.



## Best Graphics, PS one

# VAGRANT STORY



With both Final Fantasy IX and Chrono Cross in the running, this was a tough choice. But all else being equal, we've traditionally given precedence to real-time graphics over rendered environments and/or cinematics, on the grounds that it requires a greater mastery of the hardware. With that in mind, Vagrant Story's lovely, atmospheric graphics—both in-game and in the game-engine cinematics—take home the prize.

**ACCEPTED BY:** Yasumi Matsuno, Director

On behalf of the entire development team, I would like to thank you for this award. We worked tirelessly to push current technology to its limits. Special thanks to Hirofumi Minagawa, graphics/character modeling supervisor and Akihiko Yoshida, character designer and supervisor of the background graphics, who are both responsible for the realistic look in the game. And of course, thanks to all the fans!

## Best Graphics, PS2

# MADDEN NFL 2001



All right, so you're walking through Best Buy and you look up and see Baltimore Ravens Super Bowl MVP Ray Lewis take off another running back's head. Wait, wait, football season's over, right? Oh, you must have made the same mistake we made: It's Madden 2001 for PS2. We're not overstating, either. This game looks like the real thing from afar. Even up close, it made real people look, well, real. An amazing accomplishment.

**ACCEPTED BY:** Steve Ching, Exec. Producer

What an amazing honor to have Madden NFL 2001 selected for the best graphics. Who would have guessed a year ago that a football game could win? This award is the result of some great work done by our PS2 programmers and the Madden art team. The programmers delivered the polygon counts and the animation system needed by the artists. The artists took the polys and added details like chin straps and facemask clips. They also created thousands of lifelike animations with the help of EA's motion-capture studio. On behalf of the whole team, thanks to OPM for the award.

### Best Sound

## MEDAL OF HONOR UNDERGROUND

The distant sound of rifle fire. An argument—in German—heard down the hall. The screams and shouts of your enemies. All these things contribute to a remarkable immersive historical environment. A sweeping, dynamic score puts the icing on the cake. While SSX's surround sound made it a contender, in the end MOH's immersion won the day.

#### ACCEPTED BY: Erik Kraber, Sr. Sound Designer

On behalf of the entire team, I would like to thank OPM for honoring us with this award. We set out to create as realistic and dynamic a World War II aerial experience as possible. It is truly gratifying to feel we have struck a chord with editors and the gaming public, and we hope to continue that trend with future Molti titles. A very special thanks to Michael Giacchino for his brilliant orchestral score.

### Best Soundtrack

## SSX

Good god, we argued about this one a lot. We sat in a room and raged for what seemed like hours about whether Chrono Cross or SSX was more worthy. Eventually we settled on the more contemporary, dynamic stylings of SSX. Many of you may disagree, but this is our decision. The music fits the game perfectly, and the on-the-fly mixing keeps it sounding fresh no matter how long you've been playing.

#### ACCEPTED BY: Frank Faugno, Audio Lead

The sound effort for SSX is the result of a lot of hard work from many people. I would like to thank the producers, Steve Rechtschaffner, Larry LaPierre and Adam Mackay Smith, for giving us the opportunity to work on such an original title; the other members of the sound team, John Morgan and Craig Hall; and the musical artists we had the pleasure of working with, namely Mix Master Mike and Raizeh. We have lots more to come—check it out!

### Best Story

## FINAL FANTASY IX

The battle for Best RPG may have been heated, furious, bordering on nasty. But when it came to Best Story, this one was much easier. Final Fantasy IX trumped the competition with its rich cast of characters, highly personal story, deep themes and sharp (even funny) writing—easily the most polished in the series. Better yet, Square finally has learned how to use FMV in its flagship series to move the storyline along in an effective way, instead of just offering the eye-candy interjections of FF7 or the occasionally jarring—though definitely more cohesive—cinematic moments found in FF8. All that, and the greatest character ever: the lovable black mage Vivi!

#### ACCEPTED BY: Hiroyuki Itou, Director

This award makes us realize (again) that we are surrounded by a group of talented people and loved by many around the world. I would especially like to thank those who supported the development staff back in Honolulu, Hawaii. This is a huge encouragement for us to aim for another nomination—and an award—in the future.

## Best Sports Game **MADDEN 2001 (PS2)**

**Runners-up:** ESPN International Track and Field • FIFA 2001 (PS2) • Madden NFL 2001 (PS one) • NHL FaceOff 2001 (PS one)

When you're talking about the best sports game of the year, people can get pretty competitive. After all, that's the nature of this genre. If frases brewed, unpleasantness were exchanged, and bitterness welled. Which was the best sports game of the year?

Was it the dazzlingly visual Madden 2001 for PS2 or its technically brilliant PS one twin? We took it to the gridiron to find out. **OPM**—athletically challenged—editors were grinding it out, wearing those old school leather helmets without the face-masks. It was a real sight! Goal-line stands blocked field goals, 65-yard bombs—this was a battle fought in the trenches. And the winner won by the equivalent of an extra point.

**ACCEPTED BY: Steve Ching, Executive Producer**



work—and work award-winningly well—all while featuring the sweetest coat of paint lit won. Best Graphics, too, you know, as a first-generation PS2

game. First time any of the OPMers saw it, we did a double-take, wondering if that was a football film clip or actual gameplay. We all know the answer to that now.

The real testament to Madden is that it pleased the most diehard of football fans while still appealing to the non-sports gaming contingent. How many games cross that boundary?

As for features, this game has a wonderfully deep and addictive franchise. Mode, a full slate of Madden Cards, great

This is a great honor. When we first started, one of our goals was to make something special. It has been a long year, and the game would not have been possible without the dedication of the team at EA Tiburon. They spent countless hours trying to make the best football game possible, and they appreciate the recognition. We'd like to thank the gamers for making Madden NFL 2001 #1. OPM is highly regarded in the industry, and for the game to be selected as the best sports game of the year gives us further validation for our storied franchise.

player models and unlockables galore. But all that doesn't speak to how good it looks, and how right it feels. Is it perfect? No. What sports game is? But it is an amazing feat that showed EA hadn't lost a step, and had actually gained one on the competition—and also showed that this is a system pigs fans absolutely have to have. And the best part is that this is just the beginning.

### Best "Extreme" Sports Game

## SSX

**Runners-up:** Grind Session • Ready 2 Rumble Boxing Round 2 • Tony Hawk's Pro Skater 2 • Wipeout: SmackDown! 2: Know Your Role

Oh boy, we're going to get some mail about this one. As with many other awards this year, the Best Extreme Sports title was hard-fought thanks to an enormous amount of activity within the genre. Sure there was crap that was just laughable, but who can argue with the might of a certain skateboarder whose name adorns a certain Activision game? Ultimately we chose not to award Tony Hawk's Pro Skater 2 with the award because we felt SSX opened up a new area within extreme sports. Last year THPS did a wonderful job of making skateboarding games cool, and now EA has managed to do something just as admirable for snowboarding. Ultimately, whether you agree with our decision or

not, there's one thing that can't be denied: SSX is one of the finest and most playable games released in recent memory and we're sure that next year will be yet another fight between the same two franchises when it comes to this particular category.

**ACCEPTED BY: Steven Rechtschaffner, Exec. Producer**

It's an honor to be recognized in this category, especially considering the strong competition. It was always an objective to reinvent what people should expect from an "extreme" sports title. On behalf of the team and their families, we thank you.





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### That Rapping Dog Is Back

Sony recently confirmed that *PaRappa 3* is in development for the PS2! Although no details are available yet, be assured that we'll have some for you soon.

**VAN BURNHAM**

### FEARS OF A CLOWN

Forget flesh-eating zombies and acid-spewing aliens—in the history of interactive entertainment the most terrifying icon of psychological torment is, no doubt, the killer clown.

"Clowns are evil...pure evil," says my friend, his eyes glazed over from what appears to be an acute case of coulrophobia—an intense fear of clowns—resulting from years of trauma at the hand of Bozo and his wowie-kazowie pals. His fear is real. And my friend definitely isn't alone. According to Mathias Zuckerman, Ph.D., a member of the American Coulrophobia Association, "Coulrophobia is a very real disorder. Thousands of Americans live in constant, paralytic fear of clowns. Some express mortal fear of red, squishy noses. Others wake up each night screaming, fleeing from armies of rapist clowns in striped yellow pants."

Let's face it, clowns can be scary—grotesque costumes, big floppy feet, whiteface, pantomime—but it wasn't until *It*, Stephen King's best-selling thriller turned TV movie starring Tim Curry as a twisted homicidal clown named Pennywise, that these once jovial jokers began to develop a deadly dark side. Inspired by King's macabre masterpiece and the career of serial killer John Wayne Gacy, who disguised himself as Pogo the Clown, the comic capers of classic clowns like Lou Jacobs and Ronald McDonald were replaced by a new breed of pernicious pranksters who emerged in popular culture. Krusty the Clown, *The Insane Clown Posse*, Bloodsucking Killercloowns from Outer Space. It was only a matter of time before the killer clown would invade the wacky world of video games.

And so, from the innocuous big-top antics of Konami's *Circus Charlie and Sente's Snacks 'n' Jackson* evolved a dark carnival of clown-induced carnage that would soon scar gamers for life. In 1995 the popular murder-mystery *Killing Time*, featuring images of a demonic razor-toothed clown, was released for the 3DO. The game was swiftly followed by the debut of the now-classic *Twisted Metal*, starring the sinister Sweet Tooth as a malicious makeup-wearing ice-cream truck driver. In the latest iteration of the now-legendary car-combat series, *Twisted Metal: Black*, Sweet Tooth returns—now in a giant transforming truck—in the game's darkest and most disturbing incarnation yet.

So when you finally get a chance to play *Twisted Metal: Black*, just be sure to check under the television first...you never know what evil lurks in the shadows near your PS2.

**Van Burnham** is the author of the forthcoming book, *Supercade: A Visual History of the Videogame Age 1971-1984* (The MIT Press), [www.supercade.com](http://www.supercade.com), as well as a contributing editor for *Wired*.



### PLAYSTATION APTITUDE TEST

Think you know your PlayStation games? Take the PlayStation Aptitude Test (PSAT) each month and see how good you really are.

1. Which war is closest chronologically to the events in *Ring of Red*?
  - a. World War I
  - b. World War II
  - c. The Korean War
  - d. The Vietnam War
  
2. Which of the following hardware units is the arcade equivalent to the PS2 hardware?
  - a. Naomi
  - b. System 11
  - c. Model 3
  - d. System 246
  
3. Match the game to the number of copies it sold
 

a. Twisted Metal	i. 1.2 million
b. Twisted Metal 2	ii. 465,000
c. Twisted Metal 3	iii. 1.8 million
d. Twisted Metal 4	iv. 1.1 million
  
4. Pittsburgh Penguin superstar center Mario Lemieux is making his video-game comeback in PS2 NHL FaceOff 2001, where he can score early and often. What were the most points he scored in one NHL season?
  - a. 212
  - b. 199
  - c. 163
  - d. 115
  
5. Who actually owns the castle that Dirk the Daring braved in Dragon's Lair and returns to in Dragon's Lair 3D?
  - a. Singe the dragon
  - b. The Lizard King
  - c. A dark wizard
  - d. The Checkerboard Knight

10. Which of these isn't an album by NBA Hoopz cover boy Shaquille O'Neal?
  - a. Say What You Want
  - b. You Can't Stop the Reign
  - c. Shaq-Fu-Da Return
  - d. Shaq Diesel

ANSWERS  
1. d 2. 3, a-w, b-ii, c-i-ii, 4. b, 5. c

### OVERHEARD: SEGA STRIKES BACK

**"It seems the license and sequel-obsessed publisher feels just a touch threatened by Sega's impending entry into direct competition with them."**

—Sega Europe tells Web site [gaming-age.com](http://gaming-age.com) how they feel about EA's snide remarks regarding their multплатform plans.

### DATA STREAM

#### That's Bizarre



For the fifth installment in its *JoJo's Bizarre Adventure* line of fighting games, Capcom has decided to go the 3D route. Making use of the popular cel-shading technique, *JBA5* looks spectacular, and will be released later this year in arcades and on the PS2.

#### Ready to Chill?



Midway is currently working on a new installment in its *Thunder* series titled *Arctic Thunder*. This time around you'll race on snowmobiles. The game will be in arcades shortly and should hit the PS2 sometime in fall.

#### Resident Arcade



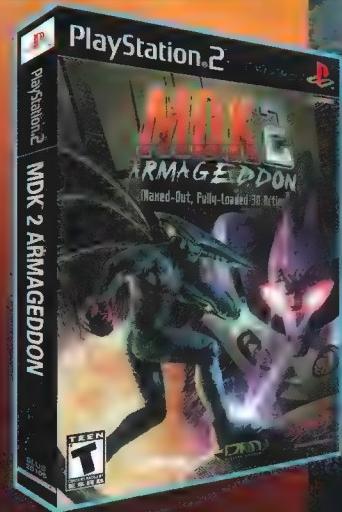
Capcom has teamed up with Namco for an arcade shooting game in Japan based on the *Resident Evil* series. Titled *Biohazard: Fire Zone* (*Resident Evil: Fire Zone*), the game has you play as Claire from *RE2* and requires you to blow away zombies and other creatures that have escaped from Umbrella headquarters. Let's hope it comes here!

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SPIN

# JOLLY JETER?

You may think he's the modern-day DiMaggio—but don't let him hear you say it



You've probably heard the name. But maybe you can't quite place it. Can't quite match it with a face. If that's the case, then you'll likely find New York Yankees' shortstop Derek Jeter in one of two places that most pros just day-dream about. Try Yankee Stadium in October, once again the perennial American League stop for baseball's Fall Classic. Or MLB's mid-summer All-Star game. He's the guy in the pinstripes, standing between second and third base, wearing number 2. And by the look of things, he'll take part in at least one (though probably both) for the next few years. For now, though, he's hanging in Tampa, post-Super Bowl, Spring Training on the horizon, shooting commercials for the ESRB as well as Acclaim's All-Star Baseball 2002, which features him on its cover. Even though the sun is cloud-trapped and the wind is Chicago-fierce, he stands relaxed, accommodating.

It's important to know, as I found out, that there are certain lines you don't cross with Jeter. He's a baseball player, and his personal life isn't up for pundits to peruse and manipulate. So, he's private. Fair enough, considering he's accomplished enough in five-plus years to keep a hardball conversation going until dawn. But standing with him on the infield of Raymond James Stadium—the Clearwater Phillies' minor-league park—I can't resist asking what he thinks about being considered the modern-day Joe DiMaggio.

"It's unfair to DiMaggio," he tells me. He's tall, poised. Bigger than I thought. "He's one of the greatest players of all time. I've been in the league five years."

Fine, fine. So I test the humility waters, ask where he fits in among today's stars.

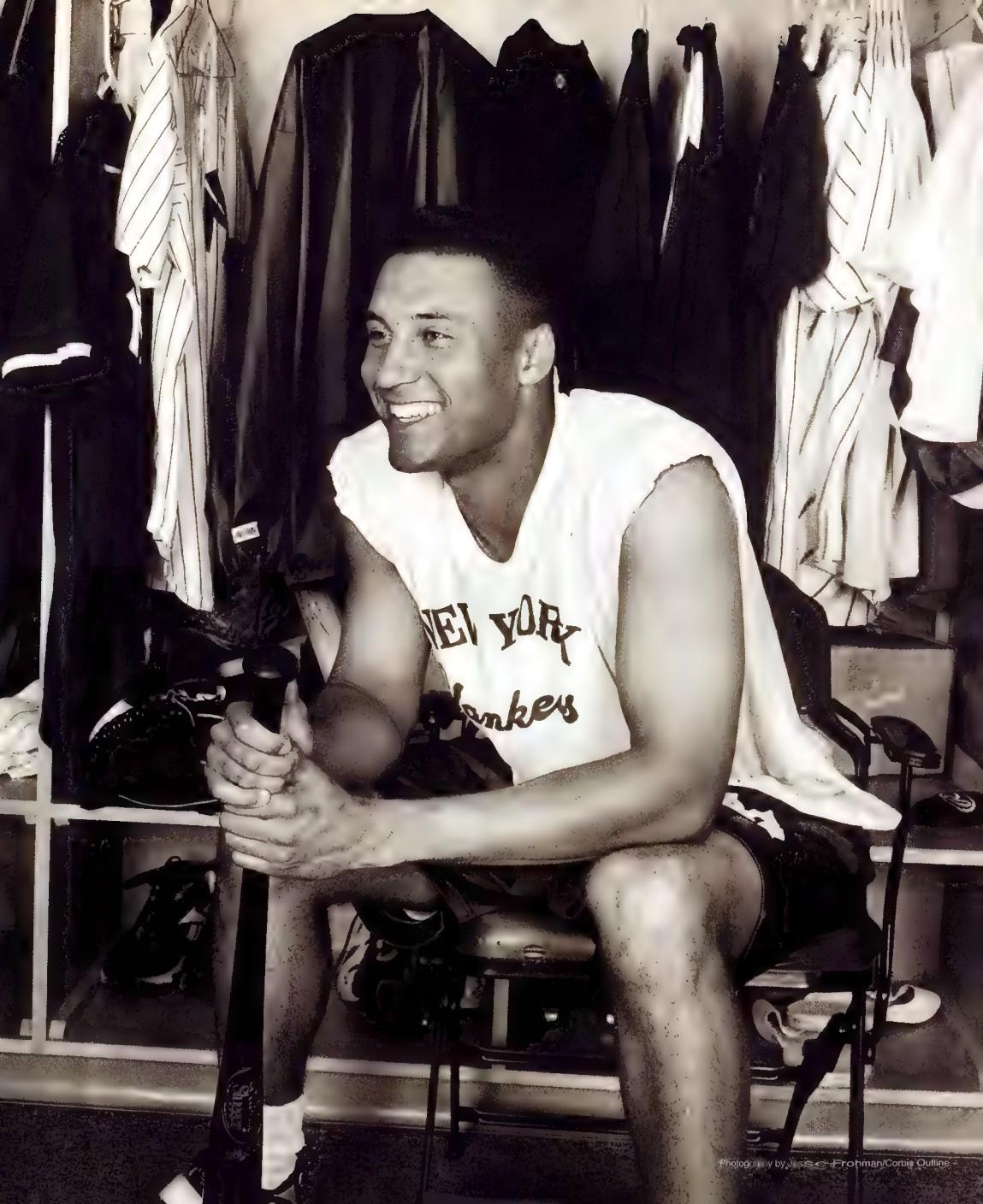
"I have no idea," he parries. "That's not something I think about. I leave that up to the writers. All I think about is winning. It really doesn't matter where I fit in."

His tone is never hostile. He remains calm, speaking softly, leaning a pitch-black Louisville Slugger on his shoulder. I'm talking to a guy who hits baseball's best pitcher, Pedro Martinez, as consistently as White Sox hurler David Wells hits the lunch buffet. I decide to take a new angle. After all, he wears number 2 on the Yankees. Every single-digit number but 2 and 6 (Yankee manager Joe Torre's number) are retired. That reeks of egotism. So how'd it happen?

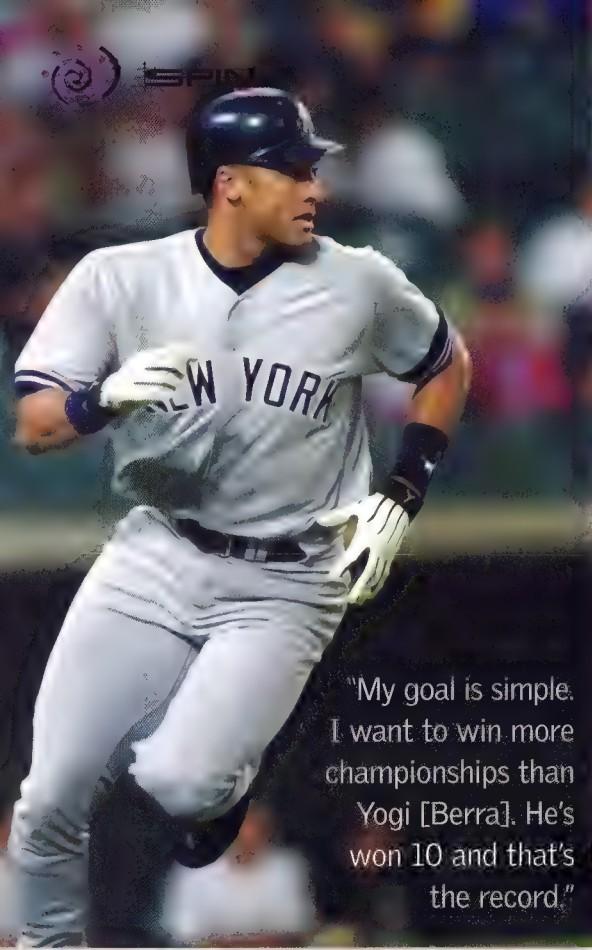
"They gave it to me, actually. I didn't ask for it," he says, foiling me again. "I wanted number 13. Two was probably the smallest jersey they had, and I was a lot smaller then, so that must have been why they gave it to me."

By Todd Zuniga

Continued on page 42



Photography by Joss C. Frohman/Corbis Outline



'My goal is simple. I want to win more championships than Yogi [Berra]. He's won 10 and that's the record."



## THE SHORTSTOPS

For years, Ozzie Smith's wizardry with the glove earned him wide consideration as baseball's premier shortstop. But in the sport's current offensive era, three of its best all-around players play the position. But who's the best? "We're all different in our own ways," says Jeter. "Alex [Rodriguez] obviously has a lot of power, Nomar [Garcia] can do a lot of different things. I'm in a different position since I'm the number-two hitter on our team. Every team's different; every player's different." How different? Here are the numbers over the last four years in five major offensive categories for Jeter, Boston's Garcia-parraga and Texas' Rodriguez.

	Jeter	Garcia-parraga	Rodriguez
Hits	813	791	787
Runs	445	440	447
Home runs	48	113	143
RBI's	339	420	451
Stolen bases	98	53	111

Continued from page 40

You should know some other things before I continue. Since baseball is a numbers game, I'll lay these on you. Jeter is the only player in the majors to have over 200 hits each of the last three years. He's the only player to cross home plate more than 110 times in the last four seasons. He just signed a whopping \$189 million, 10-year contract with no one thinking twice. Why? It's not just the consistent stats he puts up. It's because Derek Jeter is the heart and soul of the New York Yankees. Don't make the mistake of thinking otherwise. He leads with charm, grace and focus rolled into one. No surprise the DiMaggio references keep coming up. But like Joltin' Joe, what he cares about most is winning.

"My goal is simple," says Jeter. "I want to win more championships than Yogi [Berra]. He's won 10 and that's the record."

Quite a task, but at the age of 26 such a quest doesn't seem impossible. Consider that he already sports four rings in five full seasons. So, will the winning continue with Steinbrenner at the helm, the man who's willing to shell out enough cash to shame small-market teams?

"I think everyone looks at the money issue as an excuse for why we're winning," Jeter says. "The Yankees spent a lot of money in the '80s and didn't win. Spending money wisely is the key. A lot of players who are here now came from within the organization; it's just that a lot of them have done well and end up getting bigger salaries. Hopefully we'll have a chance to be even better. We should."

The Yankees have stood as a model of consistency, winning four of the last five World Series. Jeter has played an instrumental role in that, a rock at shortstop on baseball's most prestigious team. So what's it feel like to spend much of October playing in the House that Ruth Built?

"On, it's the best," Jeter tells me, shifting his hat to block the day's first rays of sunshine. "You don't want to knock anyone's fans, but it just seems like the New York fans are more energetic. You get two strikes on an opposing player and the whole place stands up. They're very intelligent fans."

But this is luck, right? I mean, Jeter's a Kalamazoo kid—he's a Tigers fan at the heart of things. (Don't worry.)

No, I was a Yankees fan growing up," he says. "Actually, I hated the Tigers. My dad was a Tigers fan, but it was my dream to play for the Yankees. That was all I ever thought about."

There just has to be something less than perfect brewing, though, doesn't there? Baseball is a game of failure, after all—though Jeter's success shows no indication of it. It can't be all roses in New York's media circus. So what's the hardest part about

Continued on page 44

Top: Tom Hauck/Allsport; Bottom Left: Jonathan Daniel/Allsport; Bottom Right: Jamie Squire/Allsport



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Continued from page 42

playing with the Yankees?

"You have to deal with the media, but you have to understand that they have a job to do, too," he says. "I'd have to say the traffic—the traffic is bad. But I don't really have any complaints. I'm not one to complain about too many things."

It's not that Jeter is perfect or an angel. Come on, he's a young, good-looking millionaire living in the cultural center of the world, playing on the planet's best baseball team. It's just that he takes everything in stride. He's attentive, elegant, thoughtful—the kind of big brother you dream of. I ask him about the Turn 2 Foundation situated in West Michigan and New York. It's a foundation he started to help troubled teens.

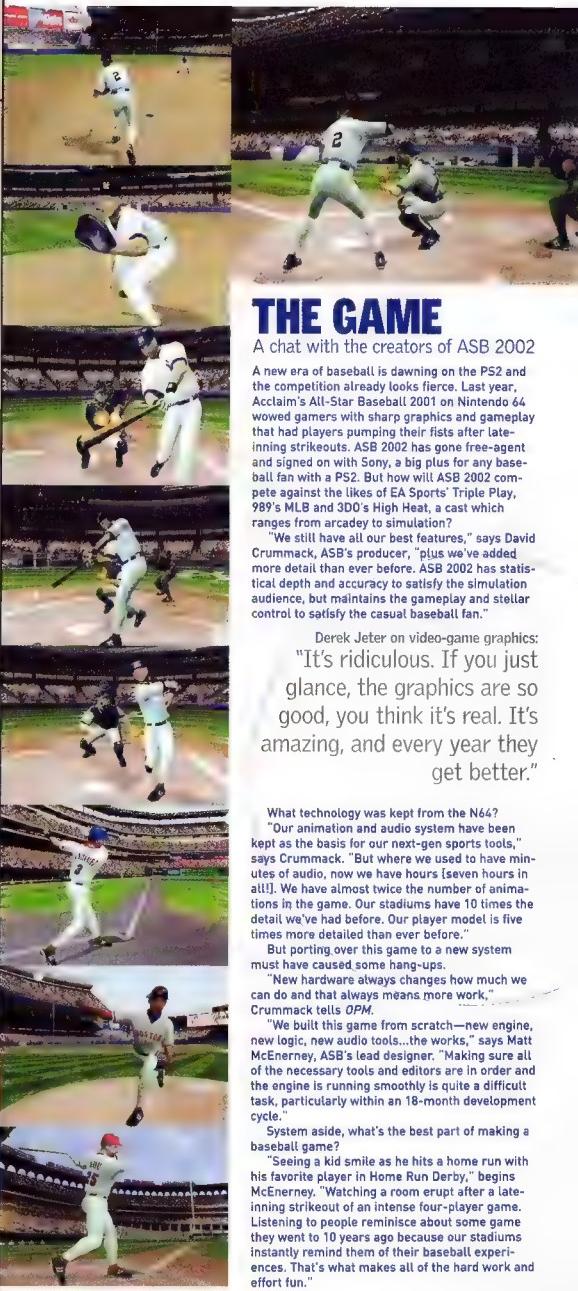
"I looked up to Dave Winfield when I was growing up, and he had a foundation. I thought it was cool that an athlete was giving back to the community," Jeter explains, adjusting his hat when the sun goes into hiding. "I started it after my first year, for prevention of drug and alcohol abuse. My dad's a physical therapist who helps me run it. We raise money to give to organizations we feel help improve the lifestyles of kids. We've raised around \$2 million."

All right, so four world championships, an All-Star and a World Series MVP award, not to mention annual trips to the All-Star Game. What else does he want to pull off on the field? Seventy-one dingers? Hitting .400? A Triple Crown?

"Personal accolades are great," Jeter says, smiling, "but I just want to win." The clouds open up, the sun sets the field aglow. His hands wring the bat softly. He is the modern-day DiMaggio. No question.



Photograph by Darryl Estrine/Corbis Outline



## THE GAME

A chat with the creators of ASB 2002

A new era of baseball is dawning on the PS2 and the competition already looks fierce. Last year, Acclaim's All-Star Baseball 2001 on Nintendo 64 wowed gamers with sharp graphics and gameplay that had players pumping their fists after late-inning strikeouts. ASB 2002 has gone free-agent and signed on with Sony, a big plus for any baseball fan with a PlayStation. But how will ASB 2002 compete against the likes of EA Sports' Triple Play, 98's MLB and 3DO's High Heat, a cast which ranges from arcade to simulation?

"We still have all our best features," says David Crummack, ASB's producer, "plus we've added more detail than ever before. ASB 2002 has statistical depth and accuracy to satisfy the simulation audience, but maintains the gameplay and stellar control to satisfy the casual baseball fan."

Derek Jeter on video-game graphics:  
 "It's ridiculous. If you just glance, the graphics are so good, you think it's real. It's amazing, and every year they get better."

What technology was kept from the N64?

"Our animation and audio system have been kept as the basis for our next-gen sports tools," says Crummack. "But where we used to have minutes of audio, now we have hours [seven hours in all!]. We have almost twice the number of animations in the game. Our stadiums have 10 times the detail we've had before. Our player model is five times more detailed than ever before."

But porting over this game to a new system must have caused some hang-ups.

"New hardware always changes how much we can do and that always means more work," Crummack tells *OPM*.

"We built this game from scratch—new engine, new logic, new audio tools...the works," says Matt McEnery, ASB's lead designer. "Making sure all of the necessary tools and editors are in order and the engine is running smoothly is quite a difficult task, particularly within an 18-month development cycle."

System aside, what's the best part of making a baseball game?

"Seeing a kid smile as he hits a home run with his favorite player in Home Run Derby," begins McEnery. "Watching a room erupt after a late-inning strikeout of an intense four-player game. Listening to people reminisce about some game they went to 10 years ago because our stadiums instantly remind them of their baseball experiences. That's what makes all of the hard work and effort fun."

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03

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# SNAKE DEMO SNEAKS



## Help Shape MGS2

In addition to giving people a taste for his forthcoming masterpiece, Kojima is hoping to get lots of feedback on the Metal Gear Solid 2 demo. He even claims that a lot of the game will change by the time it's finally released. "I think it will end up being quite different," Kojima told Japanese magazine *Dengeki PlayStation*. "Actually, we probably shouldn't be releasing the demo so early, but thanks to all of you, MGS was a big success and we thought it would be good to hear everyone's opinions on the demo. Players have their own ideas as to 'This is how MGS2 for the PS2 should be!' Therefore, we decided to release this demo to show people where we are going with the game and get their feedback, and maybe make some adjustments from there." As for how much could change from the demo disc, Kojima also said that the amount of actions you can perform is about half of what you'll be able to do in the final game.



With his latest masterpiece about to be played for the first time by gamers around the world, Kojima is both nervous and excited. OPM sat down with him to chitchat about the demo and some other topics.

### The Demo

**OPM:** How much time would it take the average player, considering that he'd most likely explore and tinker around with all the functions, to complete the MGS2 demo? *Kojima: You can finish the actual Story mode within an hour, but there is a lot of fun stuff in the CD overall, so I think you can enjoy it for a few months.*

**OPM:** Do you feel like you might be giving away too much of the game with this demo?

*Kojima: I don't think I'm giving away too much. I basically hope players refresh their memories of MGS by playing this demo disc. If someone hasn't played the original MGS, I want you to play the game first.*

**OPM:** What do you hope the U.S. reaction to the MGS2 demo will be like?

*Kojima: That's something I can't imagine*

### The Game

**OPM:** Tell us a little about the hands-on research you did for MGS2.

*Kojima: I went to a nuclear fuel plant, a sewage works, the NYPD, as well as lots of military-related facilities.*

**OPM:** Did you use Legos to formulate level designs for MGS2 as you did in the original?

*Kojima: This time, Lego blocks weren't useful for the job. We needed to construct buildings that are well-calculated and accurate. So we built them on computers.*

**OPM:** Why did you decide to include a first-person view mode? And why is it used only for shooting and not for walking around?

*Kojima: Because I wanted to add a hands-on feel of shooting as well as a strategic nature to the game. I decided to use it only for shooting because it causes motion sick-*

*ness. And I don't like motion sickness.*

**OPM:** In the MGS games you don't always feel like you're on the good side. Snake isn't exactly a role-model hero, and often the people you fight don't have a purely evil nature about them. Can you explain why you don't have a clear-cut "good" side?

*Kojima: There were reasons for every war that our nations have had in the past. And the good side and bad side will always be viewed differently from each perspective of the warring nations. Since MGS is based around the idea of no nukes, anti-war, I want to convey that. As the saying goes, condemn the offense, but pity the offender.*

### The Man

**OPM:** What do you do in your spare time?

*Kojima: I almost never have spare time.*

**OPM:** You previously told us two of your favorite films are *Taxi Driver* and *2001*. Have you seen any other good movies recently? How about, say, *Fight Club*?

*Kojima: Even though David Fincher is one of my favorite directors, I did not like *Fight Club* that much. Since I'm very busy, I can't go see movies lately.*

**OPM:** Finally, what's another PS2 game you're currently looking forward to?

*Kojima: *Ape Escape 2**



# ONTO PLAYSTATION 2



## UP CLOSE AND PERSONAL WITH THE MGS2 DEMO

Sure, we've already given you some early impressions of the demo, but who can resist a more thorough rundown? Warning: spoilers ahead!

The demo starts off with Snake running across a bridge, as cars whizzing past melt into a pool of light and rain pours down on Snake's trenchcoat. As Snake crosses the bridge, he activates his *Predator*-style cloaking suit and jumps down onto the tanker below, busting his cloaking device. Upon landing, Otacon gets in touch via CODEC (instead of 2D faces, we get fully animated 3D facial models) that can be moved around with the analog sticks), and after some clever banter a chopper appears from the stormy skies. Snake takes cover while the troops storm the tanker, proceeding to kill the entire crew and take control of the vessel. After some more chatter with a nervous Otacon, Snake decides to stick to his original mission plan—to find out if Metal Gear Rex is onboard, decide what's to be done with it, and uncover just who the mysterious soldiers who seem to be sporting Russian insignias are...

Snake has little equipment to help him, but you can bet that cigarettes (yes, you do lose health by smoking) and a tranquilizer gun are part of the plan. While the controls are very much the same as before, more moves are now available. What's more, many of the commands during battle are pressure-sensitive. You'll need to use the first-person perspective in order to effectively take out the enemy soldiers: Hit a soldier in the

leg with the tranquilizer and he won't drop immediately; hit him in the head and he falls like a brick. The AI has been upgraded, and sneaking about is of paramount importance. Snake can grab the guards either by their legs or hands and drag them off—but don't forget to shake them, as they can drop valuable items. For extra fun, throw the guards overboard. You can also stash them in

**Hide-and-sneak is fun for a while, but a proper gunfight is even better.**

lockers (where you can hide). One of the lockers has a poster of a sexy Japanese girl; look at it in first-person mode and Snake gives it a kiss. Hide-and-seek is fun for a while, but a proper gunfight is even better. After securing a gun, be careful not to miss a shot, or else the enemy soldier will take cover and yell for backup. Kojima'samped up the realism here too, with lifelike blood spattering all over when you take a hit. The blood even sticks to the glass shields the soldiers carry. And the soldiers don't ignore spots of blood on the floor—instead they'll go into alert mode and call for backup.

Many of the elements in the E3 trailer are present here, like the shootout in the bar stairwell and in the cold-storage room, where you can find the good ol' cardboard box. But that box isn't foolproof. We had a nasty surprise when an enemy goon kicked the box over while his partner gave

Snake a deadly injection of lead-poisoning!

The game clearly takes advantage of the PS2 hardware, especially with its superb particle system. Rain beats down on Snake and bounces off surfaces, forming pools of water on the deck of the massive tanker. During the cutscenes, the camera shows the tanker from afar as the waves splash against the hull. The scene looks stun-

ningly realistic (as do many others in the demo). Characters cast accurate shadows. Bullet shells are strewn on the floor after a gunfight. The soldiers even drop their empty ammo clips and pop in new ones, all the while maintaining eye-contact with the enemy. It's even possible to shoot the caps off of bottles. You can manipulate pretty much everything you think you can, helping to create that sense of total immersion.

It's a technical masterpiece, to be sure, but what's most important is that the demo manages to pull you in just as the previous game did, perhaps even more so. This bodes more than well for the finished game.

After a tight boss battle the demo ends, and while you're flabbergasted by the amazing teaser you've just experienced, you're going to be royally pissed that you'll have to wait at least seven months to play the final game!



### How Do You Get It?

Simple. The MGS2 demo comes packaged in with Kojima's other b-g game, *Zone of the Enders*. *Z.O.E.* releases in the J.S. at the end of March. Don't miss our review of *Z.O.E.* in next month's issue.

### Difficulty Levels

The MGS2 demo has several difficulty settings so that players of all skills can enjoy it. "In my opinion, Normal difficulty is suitable for players who played the original game," Kojima told Japanese magazine *Dengeki PlayStation*. "And Hard or Very Hard is good when you play the demo a second time. For those of you who've never played MGS, you should choose Easy."

July 2001



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PlayStation 2

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# ACTIVISION'S NEXT X



Oklahoma City might not sound like America's fun-haven, but an invite to Hoffman Bikes changed *OPM's* opinion of that capital city. We hung with five of the eight bikers from Activision's next X-release: Mat Hoffman's Pro BMX. What did we learn? Pro bikers are an interesting crowd when they're not riding, but on their bikes they're one motley crew. Whether scaling the walls, dropping in on the huge Hoffman vert ramp, or just tail-whipping the day away, these guys can do it all.



**"No one is as fearless as society makes them out to be. Fear is always there. It's just how you handle it. I try to use my fear to motivate me to do the gnarliest tricks."**

▲ Rick Thorne



Mat Hoffman's Pro BMX gang huddles around to see if cyber-Mat's skills match up with his legendary vert accomplishments (above). Dennis McCoy defies gravity (below).

**"Being on the cover immortalizes the sport for me. I'm not going to be able to ride my whole life, but now, through the game, I can**

**do the wildest tricks even when I'm 80."**

◀ Mat Hoffman



Hoffman, pumping up a tire at the Hoffman Bikes Warehouse. "The Hoffman bike team is definitely a team of all colors," Hoffman said.



DENNIS MCCOY ▲

# Certified Entry of Death

Location of Death:	Lebensbaum, Germany
Name:	Your name here
Sex:	Male
Age:	Your age
Occupation:	Gamer
Cause of Death:	Murder
Coroner's Notes:	<p>Victim found in the streets, lying in a pool of blood. He must now travel back in time across five different centuries to pursue his murderer and alter the course of events that led to his demise.</p>

DA 210567

Certified to be a true copy of an entry of a Register of Deaths in the District above mentioned.  
 Given at the GENERAL REGISTER OFFICE, LEBENSBAUM, GERMANY, under the Seal of  
 the said Office, the 6th day of June 2001

## Shadow of Destiny™



PlayStation.2



Animated Violence



# Square Announces New PS2 Games

With some big time releases in the past few months, the world's most popular RPG developer has been mighty busy as of late—but apparently even more has been brewing behind the scenes. Reports out of Japan state that Square is working on 23 different projects, many for the PS2. Square recently announced a few of these projects, including, believe it or not, Final Fantasy XII.

Even with parts X and XI still not on shelves (X's Japanese release has been delayed until summer), Square is moving forward with work on part XII; the PS2 game is said to be closer in spirit to the previous FF games, which is a strong hint that it'll be an offline experience (unlike



part XI, which will be fully online).

Square also revealed details on the talent behind each of its next three Final Fantasy games. Part X is being helmed by Yoshinori Kitase (FFVII, FFVIII) and Toshiro Tsuchida (Front Mission). Part XI, the first-ever online Final Fantasy, is being guided by Kouichi Ishi (Legend of Mana) and Hiromichi Tanaka (Chrono Cross). And Part XII is being handled by Yasumi Matsuno (Final Fantasy Tactics) and Hirokazu Ito (FFIX).

Square is also putting together remakes of Final Fantasy VII, VIII and IX for the PS2. And while there has been no word yet on what sort of enhancements the PS2 will offer, the games will come on DVD, which hints at lots of multimedia extras. Each remake will be sold separately.



## Nikita Spreads Web on PS2

Infogrames has obtained the rights to do games based on the hit TV show *La Femme Nikita* for the PS2 as well as other platforms. The first game is due out this fall.

# Clish MacLaver Gossip Gossip

**Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.**

Another fairly quiet month, and I've been somewhat preoccupied with a nasty bout of the flu that's prevented me from schmoozing with my usual vigor. Some interesting tidbits arrived in my e-mail though, with plenty concerning new PS one developments set to appear this year. Enjoy...



### FINAL FANTASY MAY VERY WELL LIVE UP TO ITS TITLE

Due to soaring costs (well over \$100 million, I hear) of the *Final Fantasy* movie, Square has put a halt on investing more money into it. The company had to issue long-term bonds in order to keep funding the project. Columbia is said to be continuing to invest in the movie, and is responsible for half of its cost. Previously it was announced that Square and Columbia were partnered for two more movies

following *Final Fantasy: The Spirits Within*, but word on the street is that these projects have been put on hold. If the *Final Fantasy* movie becomes a huge hit, then it's likely those two will move forward once again.

### SILENT HILL 2 DEMO STEPS OUT OF THE SHADOWS

Shadow of Destiny will have a special movie file of Silent Hill 2 on the disc. There's no word if it's the same movie that Konami has been showing at trade-show events recently, but I hear that it's supposed to be something pretty special. Regardless, gamers eagerly awaiting the PS2 sequel will need to check the movie out.

### SO ARE THEY GOING TO DO THIS STUFF ON PS ONE OR NOT?

There's been a trend lately for a bunch of publishers to drop

hints that many big franchises headed to PS2 also have a chance of being scaled down for PS one. Almost certainly spurred initially by the fact that the PS one had a spectacular Christmas sales-wise, and also because the supply problems have slowed PS2 sales, you can understand why the rumors started. Money. The PS one is being dubbed "Sony's Game Boy" by a lot of people, as they cite the fact that things don't seem to be slowing down even now that the system is cruising toward its sixth birthday. So what have we heard? Well, Tony Hawk's Pro Skater 3 was rumored to be PS one-bound at one point (it's not, but there is going to be another Tony Hawk game on the system, I just don't know what it's called yet), as was Twisted Metal: Black (see our cover story for info on that). Rumors persist of continued 989 Sports support, along with some "surprises" from

Konami (whatever that means) and hints that something Final Fantasy related could still follow on from FF-IX. As far as I can tell, much of this is just speculation and hyperbole. Butts-1, as I prefer to call it. I've sniffed around, dug stuff up, and the only games I can get any kind of hint about are the Sony games like Twisted Metal and GameDay. I'll keep you posted on the rest, but don't believe the crap when you read it elsewhere.

### OLD SEGA GAMES TO RESURFACE ON PS ONE?

A good friend of mine let slip the other day that a representative from a certain publisher told him they want to do Sega's incredible Panzer Dragoon on PS one. Apparently they claim that if Sega itself isn't into the idea of doing the port, they'll "sure as hell do it" themselves. Also, the publisher said it hopes to snap up the rights to a

whole bunch of older Saturn titles to release on the PS one at the reduced \$10 price point. With apparently very little development cost, this would be possible. And it sure as hell would be better than all those other crap \$10 games on the market. Why do you all keep buying Spec Ops? It's STILL in the top 10. It's terrible. Stop buying it. Please.

### NO MORE TOMB RAIDER

Despite the fact that the *Tomb Raider* movie is expected to be the humdinger blockbuster of the summer, I've learned from my sources inside Eidos that the name "Tomb Raider" won't actually appear on any games ever again. It seems that from now on it's Lara herself that will get top billing. "Lara Croft in..." and such like that. And there was me, waiting with bated breath for yet another rehash of the same old boring stuff.



The Quickest Way To  
A Giant's Heart...

PlayStation.2

# THINGS YOU HATE ABOUT GAMING

We thought we covered it all when we spouted off on some of the things we hate about gaming in the February issue (OPM 41). But that was just the beginning, as we were flooded with your responses covering all those annoying quirks and irritating quibbles you have with video games. Keep those e-mails coming! Send them to [opm@ziffdavis.com](mailto:opm@ziffdavis.com), and mark them "Things We Hate."

## Sour Sounds

There are tons of musical tracks in the Final Fantasy games, but only one battle theme and world map theme. At least 50 percent of the time you're either fighting or on the world map. Let's have multiple songs! And let me choose which ones play, and how often they'll play.

**John Boreyko**  
[jboreyko@intex.net](mailto:jboreyko@intex.net)

What I hate are games like Gran Turismo 2 that have an impressive soundtrack but during the endurance races, which can take two or more hours, you hear the same song over and over again during the entire race.

**Okedai**[okedai@lalaland@aol.com](mailto:okedai@lalaland@aol.com)

## Unkempt Waters

No map...of any sort. Hmmm...a cave. Walking. Walking. Oh, a three-way. Let's go left. Another three-way; right. A two-way...uhhh, left...up the stairs...down the stairs, through the door. Wait, maybe I've gone too far and I've missed a bunch of stuff. Let's go back? Back? Back where? Where the hell am I?

**Dead ends** I really get ticked off when I've plowed through 14 missions and I'm rewarded with an awfully long hallway that comes to a dead end. Also, putting near-useless or extremely common items at the end of long corridors is not very nice either.

**Deadly water** Listen up, game developers—water can KILL you! At least not instantly. I'm talking mainly about Eternal Ring here. If you can't make nice water, then don't make any water at all.

**John Damiani**  
[john\\_damiani@hotmail.com](mailto:john_damiani@hotmail.com)

## Long Live PS one!

I hate sweet-looking games that are only for PS2. I WANT GT3 FOR PS one!!!!!!

**Shane Bua**  
[EllisMate2000@aol.com](mailto:EllisMate2000@aol.com)



Illustration by Glenn Hilario

## Untamed Power

I hate to see developers get so caught up in a new machine's power that they forget about the whole game. Or should I say, we gamers hate crappy games. All of us.

**Macatallthehippie@aol.com**

## Turned Off

*Turn-based battles in RPGs.* Who was the genius who thought this up?! Attack your opponent, then just stand there while he attacks you back. Yeah, like that would actually happen in real life. Not to mention that it makes battles more tedious and boring (especially for us non-RPG action fans). At-RPG makers should take the lead from Parasite Eve II. Real-time action battles make it so much more enjoyable than standard RPGs. Plus, real-time action battles could help draw new people to the RPG genre who don't normally play them.

*Unskipable non-gameplay animations in sports games.* Prime example: NHL 2001 for PS2. The opening animations and between-the-play animations are really cool, but after playing the game a few times they became monotonous and annoying. Not to mention that it slows the pace of the game, and extends the length of play time unnecessarily.

**Tom Pohl**  
[sunbaril@webtv.net](mailto:sunbaril@webtv.net)

## Dank and Dreary

*MediEvil* (the first one) was able to pull off the dark environment because of the storyline, but many action games use it to mask a lack of effort. When you don't have a background, it's a lot less work for the programmers but a headache for the player.

Games like *Syphon Filter* and *Medal of Honor* are just two that exploit the "dark" environment. Trying to pick out the two pixels of hunter green on the black background that are your target is a repeatable exercise for masochists. Most of these games have scenarios where full lighting should be

**"I hate games that have so many sequels you can't even count them."**

**-Evan Kenty**  
[mephisto\\_2001@hotmail.com](mailto:mephisto_2001@hotmail.com)

employed—unless the writers thought the protagonists were vampires.

I no longer buy any game with "dark" in the title; that's just a euphemism for half-assed. The Spyro series showed that you can have an action game without dark backgrounds.

**Terrence Vaughn**  
[terryvaughn@prodigy.net](mailto:terryvaughn@prodigy.net)

## More Than a Handful

*Too many buttons.* I really hate games that force you to use all the controller's buttons for separate functions, especially on games that use the analog sticks. I don't have 12 fingers.

*Cheap accessories.* Third-party accessories may be cheap, but they are often defective or just plain ugly! I've never found a third-party controller that I liked as much as those made by the console's manufacturer! Example: third-party memory cards that contain hundreds of blocks, but randomly lose your save data or must be "formatted" whenever you switch planes.

**Chris Brazelton**  
[cwing@qmail.com](mailto:cwing@qmail.com)

## Leaps and Bounds

First of all, jumps. Entire levels made up of jumps, where if you miss one of those tiny platforms you get to restart right from the beginning. I hate jumping!

Also, instant-death attacks! You'd be fighting a perfect game against the end boss and he shoots a laser beam that always knocks you off the ledge, and there's no way to save against it. All you can do is pray that he doesn't start that attack the next time you fight him.

**Francis Holmes**  
[makari@telusplanet.net](mailto:makari@telusplanet.net)

## Same-System Sequels

*Second sequel, second console.* I hate it when you love a game and then the sequel of that game that you were dying for comes out on a different console.

*Everest hike.* I hate it when you have to walk up narrow areas really, really high, and when you fall, you go all the way to the bottom and have to start all over again!

**Evan Kenty**  
[mephisto\\_2001@hotmail.com](mailto:mephisto_2001@hotmail.com)

## Cough It Up

1) Stellar games that are a hit in Japan, but never make it over to the States (\*cough\* Custom Robo \*cough\*)

2) Stellar games that do get released in the States but in limited quantities (\*cough\* Colin McCrae 2.0 \*cough\*)

3) Games that are supposed to be stellar but turn out to be humongous disappointments (\*cough\* Driving Emotion Type-5 \*cough\*).

4) Stellar companies that produce stellar games but get crapped on by Sony-washed peons (\*COUGH\* Sega \*COUGH\*).

I think I should go to a doctor about this strep. What do you think?

**Brian Connolly**  
[briancconnolly@gci.net](mailto:briancconnolly@gci.net)

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Orlando Rage running back Michael Black tries to keep his feet against the Chicago Enforcers defense.

# ALL ACCESS XFL

Whether you like it or not, the XFL is taking traditional football by the nape of the neck and shaking real hard. But does that make it any good?

Vince McMahon has proven, once again, that he's a modern-day P.T. Barnum. A ringleader who can encourage people to follow his lead no matter how far he pushes the boundaries. His latest efforts have promised a new world of football where nothing is off-limits.

Truth is, his employees are delivering a less-than-stellar brand of America's true pastime. But somehow, that doesn't seem to matter to the sold-out crowds or to curious television audiences. People are eating this stuff up.

If you dig beyond the hoey and the hype, you'll see that McMahon and his pet XFL project have taken a buzzsaw to the image of pro football by capturing the imagination of an audience who thinks the NFL is too strict, too isolated and too unliberated. In McMahon's football world there are cameras *everywhere*. As a viewer you're brought into the locker room, the huddle, over to the sidelines. Problem is, these aren't the actors of the WWF, who rehearse the storylines and their parts in it. This is football—and if a defensive back gets burned for an 80-yard touchdown, the last thing he wants in his face is a microphone.

The NFL die-hards think it's a joke; the WWF faithful think it's the next coming of Triple H. We

think it all adds up to a video-game license. So, who's it gonna be? Will EA's sports powerhouse take the chance? Unlike Midway's Blitz style of ball invite the XFL into their huddle? We doubt it. Our bet is that the XFL license will end up in the hands of THQ, the company responsible for the outstanding WWF SmackDown! and WWF SmackDown! 2: Know Your Role.

Maybe the better question isn't who gets the license, but what will be done with it. Really, how can a video game possibly capture the craziness of the XFL? Will they flash to contrived locker-room interviews where some NFL never-was makes the most out of innuendo while being quizzed by some sexy lass? Will they mis-bleep *every single* profanity during the silly interview process? Will they allow created players to put names on the back of their jerseys like "Fist of Doom," "Teabagger" and "The Mortician"?

Who knows. For now we're hoping all the Enforcer cheerleaders have survived Chicago's February freeze, that announcer Jesse Ventura is getting less excited by a run-of-the-mill football tackle, and that XFL on PS2 is more watchable and less frantic than the real thing.

But we're not holding our breath.

## RULES OF ENGAGEMENT

Much has been made about the smashmouth rules of the XFL. Here's the truth behind the hype:

### *It's fair, baby! Think again.*

This rule makes it sound like there will be more de-capitations than points scored, but that's not the case. Actually, returners get a five-yard "halo" until the ball is caught, meaning it's not going to lead to the bloodbath that the XFL hypsters would like you to believe.

### *One point for the effort of two.*

This is where the XFL is vastly different from the NFL, and it makes for some strange final scores. After every touchdown you must pass or run the ball into the end zone from two yards out to score one point.

### *It doesn't matter what your name is!*

Players are allowed to put whatever they want on the back of their jerseys. We're not sure what to make of this. In a new league it would seem that name recognition would be important. But instead we're left with "He Hate Me," "The Truth" and "Death Blow." It's good for a chuckle, but otherwise it leans more toward farce than intimidation.

## THE XFL HEAD HONCHOS



### Jesse Ventura

XFL Analyst

"For those of you disenchanted with the No Fun League, get ready. You're going to love this football. You will be part of the game. It's video football, only with real bodies."

### Vince McMahon

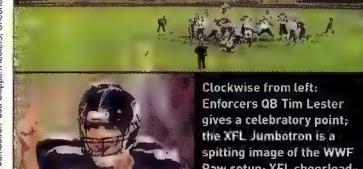
XFL Chairman

"I don't think there's ever enough sex. But I think there was the right complement of sexuality, the right complement of confrontation, and the right complement of football."

### Dick Butkus

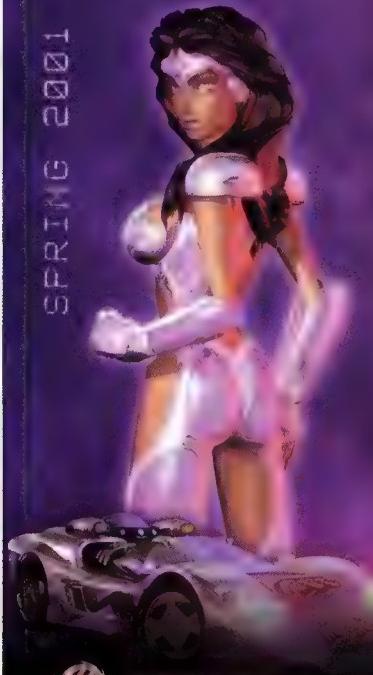
XFL Director of Competition

"Outside the lines we're going to have a lot of things going on. You have to treat the fans right. They're the kings. And that's what we're trying to do."



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It's Victory...  
Or Bust.

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**JOHN SCALZI  
HEY KID...  
WANNA BUY A  
VIDEO GAME?**

Here's some good news for the video-game industry: The National Institute on Media and the Family came out with its annual report card on video and computer games in January, and gave the industry some high marks on how it rates and reports on games. It's not that the violent video games are getting any less violent, probably to the irritation of some parents. However, the games industry has been good at accepting ratings and making sure that marketing of games is age-appropriate and so on. If you're interested, you can find the whole report on the Institute's Web site, at [www.mediaandthefamily.org](http://www.mediaandthefamily.org).

One segment of the video-game food chain got bad marks, though—retailers. While the video-game makers have been labeling their games for age-appropriateness, retailers aren't following up by keeping kids from buying games with an ESRB rating of "M," even when it's official store policy. In fact, the Institute found only two retail chains that sold video games, Target and FunCoLand, consistently enforced their sales policies. Everyone else, well...let's just say your average 12-year-old won't have a problem buying Silent Scope.

Now obviously, not a lot of kids and teens will see this as a problem. After all, when a store keeps you from buying the game you want, isn't that just censorship? And isn't that plain unconstitutional? Or something? By buying these video games, we're simply exercising our rights as Americans. Right?

Sorry, doesn't work that way. A retailer not selling a video game to a minor is inconvenient to the kid, but it's not censorship. The game can be bought by adults, somewhere, somehow.

Hey, kids. The fact of the matter is that you want the retailers to enforce these policies for a very simple reason: When these policies are not enforced, that's when politicians start rumbling about how the government should step in and start putting legal restrictions on games. And in case you were wondering, *governmental restrictions does equal censorship*. Now, censorship rumblings are often just that; constitutionally, it's pretty difficult to regulate speech (thank you very much, James Madison). But rumblings are enough to scare an industry. Go look up "Hayes Code" sometime and see how the movie industry cut itself off at the knees—voluntarily—to avoid the government stepping in. Think it can't happen now? Have you seen who is in the White House?

Censorship is the equivalent of using an ax to swat a fly. I'm against that. And that's one of the reasons I'm for retail stores enforcing their own sales policies when kids come in to buy video games. It helps keep parents in control—and not the government. Let's hope by this time next year, more retailers get a clue.

Yeah, I want to know what you think about this. Tell me at [gamedad@gamedad.com](mailto:gamedad@gamedad.com).

Visit the GameDad site at [www.gamedad.com](http://www.gamedad.com).



# SCREEN TEST

We've waited long enough for our portable PS ones to become...well, portable. Recently InterAct ([www.interact-acc.com](http://www.interact-acc.com)) and Pelican Accessories ([www.pelicanacc.com](http://www.pelicanacc.com)) brought the first PS one screens to market. We took both for a test drive in order to give you the lowdown on which one is worth the hefty price tag.

But first, a primer. No matter which screen you choose to buy, the PS one is still only portable in the loosest sense of the word. There are currently no battery packs on the market (as of this writing), so it always needs to be plugged into either a household outlet or the lighter outlet in your car. Plus the unit itself has a pretty big footprint—if you don't have a flat surface (like a tabletop or some sort of tray) to sit it on while your hands are busy with the controller, it's next to impossible to use.

Finally, a word of caution. Originally InterAct's Mobile Monitor was an exact duplicate of the one Pelican is marketing as the Game Screen. Keeping that in mind, when you see a Mobile Monitor in the store, the picture on the box will not look like the product featured here. Fear not. Simply open the box and make sure you're getting the larger, rectangular Mobile Monitor before you leave the store.

Now, how do these two products compare head-to-head?



Pelican's Game Screen



InterAct's Mobile Monitor

Edge

Game Screen

Mobile Monitor

Mobile Monitor

Mobile Monitor

Mobile Monitor

Mobile Monitor

Tie

Price	\$129.99	\$159.99
Screen Size	4" diagonal screen with some dead pixels.	4" diagonal screen, sharper image with less blurring.
Sound	Tiny stereo speakers that distort almost all sound effects, and even at the highest volume are barely audible in a moving vehicle.	Excellent stereo sound system that puts out some major volume and barely distorts even at the highest setting
Versatility	Comes complete with a 1/8" AV input (think headphone jack).	Comes complete with RCA input jacks.
Connection	Comes with dual-power DC car adapter and one AC adapter. The Game Screen requires its own power source above and beyond the PS one's power source, meaning two huge AC adapters in your wall.	Comes with DC car adapter and no AC adapter. The Mobile Monitor uses the PS one's AC adapter to power both the screen and the game console.
Fine Tuning	Has a power switch and Game/AV selector on the face, two rotary controls on the back for Brightness and Volume, and two almost inaccessible controls for Color and Tint.	Has power and volume control buttons on the face, as well as a Picture button that allows easy on-screen adjustment of Contrast, Brightness, Color and Tint.
Portability	Attaches to the back of the PS one with two screws and folds over for easy storage.	Attaches to the back of the PS one with two screws and folds over for easy storage.
Bottom Line	It's easy to see that the only thing the Game Screen really has going for it is the somewhat cheaper price. But considering how much better the InterAct Mobile Monitor is in almost every category, shelling out the extra \$30 ain't too painful. The only real question now is: How good will the upcoming Sony PS one screen be?	

# Couples Who Play Together, Stay Together

This month we caught up with Springfield, Missouri's coolest gaming couple, Joe and Stephanie. Joe is a 24-year-old fan of all things Final Fantasy while Stephanie, 20, wisely loves OPM's PS one Game of the Year (Tony Hawk's Pro Skater 2, duh). When they sent us a picture from their office dressed up as Final Fantasy characters, we couldn't resist making them this month's featured couple.

What's the one reason you two game together?

**Joe:** It's just a really good way for us to relax together.

Who's the better gamer?

**Joe:** I say I am.

**Stephanie:** Yeah,

it's Joe.

Are there any games you get savagely competitive over?

**Joe:** Only one.

**Stephanie:** Yep, Dead or Alive 2.

What's one movie you'd like to see turned into a game?

**Stephanie:** *The Sixth Sense* would be cool. It'd be neat if they could do something really cool with the ghosts in it.

**Joe:** *Ninja Scroll* would make a good Capcom fighter. I wouldn't mind seeing that.

**Stephanie:** Oh, and I can't think of a move off-hand, but I'd like to see Sean Connery in a game. He's so good-looking and he's a great actor.

**Joe:** I just finished *The Divine*



Comedy. I wouldn't mind seeing that made into a game.

If you were running the games industry, what changes would you make?

**Joe:** First I'd put together an online co-op Final Fantasy

game Phantasy Star Online is such

a good game, so a Final Fantasy

game would be amazing.

**Stephanie:** I would like to see an average chested girl in a game.

Right now there are just a bunch of big-chested girls everywhere!

**Joe:** Another thing I would do is port all games over to America. I'm tired of having to mod every new system I get.

Which of the following singing talents would you want to do a gaming soundtrack? Bon Jovi, Tom Jones or Elvis Presley?

**Stephanie:** Without a doubt Tom Jones. The ladies love him.

With Sega bringing games to the PlayStation, what's next? What do you most want to see?

**Stephanie:** Any and all.

**Joe:** Sega is one game software developers even though I like to see them bring everything.

What's your favorite game choice while gaming?

**Joe:** R.C. Cola. Why else?

Do you know any PlayStation-based drinking games?

**Stephanie:** Why? Are you guys over at OPM a bunch of alcoholics?



Photography by Dean Curtis  
Can't wait for:  
*Final Fantasy X, Resident Evil: Code Veronica, Dragon Warrior 7, Arc the Lad Collection, The Bound*

## WE WANT YOU!

If you play PlayStation games with your sweetie, we want to hear from you! Send us a letter telling us a little more about you and your gaming experiences together. If you are lucky you may find your ugly mug and gaming story in our magazine. If you're going to send a pic, only send duplicates; materials cannot be returned due to the volume of letters we get. Send stuff to OPM Couples c/o Ziff-Davis Media Inc., PO Box 3338, Oak Brook, IL 60522-3338, or e-mail us [OPM@ziffdavis.com](mailto:OPM@ziffdavis.com). If you're selected as the Couple of the Month you'll get a free game along with notoriety!



# MOTOR MAYHEM

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PlayStation 2



## Matrix Game Confirmed for PS2

Interplay has officially announced that it has acquired the license to create games based on the *Matrix* sequels. The company has handed over the development duties to Shiny Entertainment, known for its work on such titles as *Elderwood Junction* and *M.U.M.* While details concerning the deal are unknown, insiders speculate the licensing fees to have been in the \$8-10 million range. Interplay states that it has *Matrix* games coming for the PS2 and possibly other platforms.

As for what sort of games to expect, the first is said to be a third-person 3D action-adventure title for the PS2 that will follow the plot of *Matrix*. It's the most complex game design I have ever seen.

involved in by miles," says Shiny's president Dave Perry, who also acts as the game's lead designer. "It hurts my head just to think about all the aspects we are trying to get into this epic title." Thankfully, the Wachowski Brothers (the film's writers/directors, and also avid video game players) made several trips to the Shiny offices in the past year. Perry also states that his team had complete access to all of the movie's assets and has spent much time on the set gathering background information.

*Matrix 2* is scheduled for a theatrical release next year. The game's release is currently planned to coincide with it. It's also speculated that there will be a tie-in between the game and the DVD of *Matrix 2*, as well as the case with both the *Final Fantasy* and *Tomb Raider* movies.



In This League,  
There's a Good Reason  
Nobody Shakes Hands  
Before a Match.

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# TEST DRIVE REBORN

This fall, one of gaming's flagship racing series gets a new life on the PS2. *OPM* brings you exclusive first screens and details.

The Test Drive franchise has suffered from being quite dramatically diluted in recent years. In Accolade's twilight years, prior to being purchased by French publishing giant Infogrames, the series was milked to a shocking degree as a new game was pumped out every year. Once the takeover happened in 1999 we saw further damage to the franchise as the Test Drive prefix was carelessly bolted onto the front end of any game the softco released that involved any kind of car. Nothing was safe—not even Infogrames' own V-Rally franchise.

Ever since the company took over, though, we are told that Infogrames has been looking for a way to restore the luster

to the Test Drive license. All that moniker-milking was just a preface, you see. Much like our cover game, Twisted Metal, for a while the Test Drive name would sell regardless; and at a point where even shoddy PS1 games could sell half a million units, the sales would grow as an unsuspecting public bought new versions thanks to the absence of new Gran Turismos.

Thankfully though, justice is being served. Later this year, Infogrames plans to relaunch the series in a big way. The company is bringing the series to the PS2 and giving its star programming team Pitbull Syndicate—which in the past has

been rushed on many of its Test Drive efforts—more than ample time (18 months) to come up with a quality product. And there is so much confidence in the game that Infogrames has also opted to do something unique with the name. For the first time since the original Test Drive, released way back in 1987, this Test Drive game will not carry a suffix. It'll be just Test Drive. That's it. No part 7. No Test Drive Hardcore. Just Test Drive. Infogrames was also absolutely sure that we'd be blown away by the game, and to prove it to us they gave us the opportunity to enjoy an exclusive first look. After seeing it in motion, there was no question in our minds: Test Drive for PS2 could well signify the rebirth of the franchise.

Just one glance at the accompanying screenshots easily demonstrates this.

point. Believe us when we say that they do nothing to convey how truly great the game looks in motion. Put simply, this is one of the finest-looking PS2 racers yet—it's right up there with Gran Turismo 3. And that alone should speak volumes.

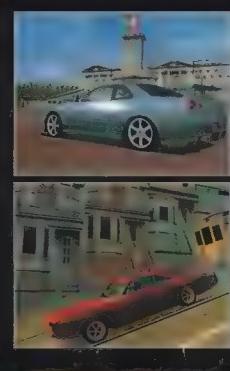
But what sets Test Drive apart from typical racing games is its attention to city details. Drive down San Francisco's Mason Street in the game, for example, and it seems as though you are really driving down Mason Street. Every house, every corner, and even every street sign looks true to life. Having ridden in a cab down Mason just a few days prior, this editor would know. But it's not just that everything is represented so realistically; it's that everything represented looks good, too. There are no jagged edges on houses, no pop-up objects in the distance—and the framerate always stays silky-smooth.

Veteran Amiga riders, Pitbull states that the PS2 is a platform that truly allows them to show off their talents. As *OPM* has spoken of in the past, developers assert that the PS2 is a coder's machine—if teams are willing to get down and dirty with all the technical bits, they should be able to pull out some nifty results. Pitbull together its own new graphics engine



## Dodge Viper 2003

The 2003 model year Viper will offer a dramatic redesign for the American icon. Not only does it sport a considerably less bulbous and curvy design, but everything has been upgraded. The Viper will become the only production car in the world to develop at least 500 horsepower, 500 lb.-ft. of torque, and feature an engine with more than 500 cubic inches of displacement. And you can be one of the first to race it in the new Test Drive!





using code that will allow them to get the maximum performance out of the PS2's multiple processors.

This also allows Pitbull to pull off some keen things in the area of artificial intelligence. Not only will other cars you race against be incredibly competitive, but they will also react to things like traffic lights. And so will pedestrians. Everything around you will appear to be moving and thinking for itself.

But while the team attempts to bring a new level of realism to PS2 racing games, they emphasize that not everything in the game is supposed to be that realistic. For example, the courses through four cities (of which so far only San Francisco and London have been decided upon) only allow players to race through the most interesting and fun areas.

The main attraction of the Test Drive series, though, has always been the cars. The first PS2 installment will have around 25 to pick from, including sports cars like the Jaguar XK-R, Lotus Esprit V8, Shelby Cobra, Nissan Skyline, and the new Dodge Viper, as well as muscle cars such as the Ford Mustang, Plymouth Cuda, and the Dodge '69 Charger. As in GT3, each car has been meticulously modeled and textured to look great on the PS2. And they sure do.

Test Drive will be released in the fall, and we'll bring you updates on its progress in the coming months.

## PAST TEST DRIVES

### A brief look at the history of the Test Drive series

The Test Drive series has changed a lot over the years...



Test Drive (PC)



Test Drive 3 (PC)



Test Drive 6 (PS1)



Test Drive (PS2)

**1997 – Test Drive 4:** After a seven-year hiatus, the Test Drive series returned with a release on the PS one. The game featured tracks from six international cities, including San Francisco, Kyoto and Munich.

*How we rated it: ● ● ● ●*

**1998 – Test Drive 5:** With the original PS one version of Test Drive selling well, Accolade and Pitbull immediately went to work on the next game. Test Drive 5 featured 18 reversible courses (for a total of 36 tracks). The game went on to sell more than 700,000 units on the PS one alone.

*How we rated it: ● ● ● ●*

**1999 – Test Drive 6:** Infogrames took over the Test Drive series from Accolade and went ahead with the release of Test Drive 6 (which was already in development) for the PS one. The game featured 34 tracks in such exotic locales as Jordan, Maui and Tokyo.

*How we rated it: ● ● ● ●*

**2000 –** For the first time since 1997, a Test Drive title was not released for the PS one.

**2001 –** The Test Drive series is relaunched on the PS2.

In This League,  
You're Always Caught  
Between A Rock  
And A Hard Place.



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**PlayStation.2**

**RP**

**GT**

**INFOGAMES**

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## Bookmarks

[www.coai.org](http://www.coai.org)

Clowns of America International. "Dedicated to the Art of Clowning and to Bringing Joy and Happiness to Everyone." Lofty goals. One also wonders about the name of the organization—it suggests there's more than one America. This site also features a clown locator, a clown mall and a clown code of ethics.

[www.kween.com](http://www.kween.com)

Japan's best Queen cover band...or so this site claims

[www.pornolize.com](http://www.pornolize.com)

Makes any Web site textually pornographic. Insert the URL, click the button—and "wahey"—knob jokes, very rude words and single-entendre will be liberally distributed throughout your favorite site. For adults only, obviously.

[www.opiummagazine.com](http://www.opiummagazine.com)

Read the latest literary and satiric stylings of various *OPM* staffers, among others, in this new site that's soon to take over the universe.

[www.onelook.com](http://www.onelook.com)

Perfect for, well...looking up words. Onelook searches 60 different dictionaries for you at once. And yes, it does have dirty words.

[amazing-bargains.com](http://amazing-bargains.com)

OK...so this site has a bunch of BARGAINS that are AMAZING! Do we need to say more?

[sissyfight.com](http://sissyfight.com)

Described as "the most ultimate and humiliating schoolyard popularity battle." Not great English, but you get the drift. Requires Shockwave.

[www.donommode.com](http://www.donommode.com)

Click everything you can, and enjoy

[satirewire.com](http://satirewire.com)

New satire for the new economy

[crayon.net](http://crayon.net)

Create your own free newspaper.

[www.playstation.com](http://www.playstation.com)

The official PlayStation Web site and home of the PlayStation store

## Sounds Logical

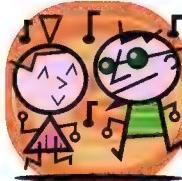
### SoundStation 2

Weighing in with a 20-watt subwoofer and a small pair of satellite speakers at a modest 3 watts apiece, the SoundStation 2 may not initially seem the most powerful sound system specially designed for your PS2. But at an extremely affordable \$69.99, this Logic3 ensemble still manages to deliver clearer sound than most TV speakers, along with some pumping bass. We're not entirely surprised, however, based on the awesome performance of the original, which we reviewed back in January 2000. The only noticeable change with this model is its new sleek, black, ridged redesign—which succeeds admirably in looking all nice and sexy alongside your vertically standing PS2 (the system also works with computers and other video game consoles). If you don't already have your PS2 hooked up to a stereo system, the SoundStation 2 comes highly recommended. (Logic3/SpectraVision, \$69.99, [www.logic3.com/](http://www.logic3.com/))

## Sound Station

By John Scalzi

Extreme superstars Ricky Carmichael and T.J. Lavin didn't hand-pick these tunes, but they might as well have



### Good Riddance: *The Phenomenon of Craving*

Fat Wrack Chords

 Featured in: *Championship Motocross 2001*

Ahhh...refreshing! I slipped "Craving" in my CD player after slogging through several hours of mind-numbingly generic skater thrash crapola, and I gotta tell you, it was just so nice to listen to some straightforward, meat-and-potatoes PUNK. Good Riddance plays fast, plays hard, hits three chords, and gets the hell out of there—only one of the six songs on this EP clocks in at over three minutes. Just right for a quick jolt. Thanks, guys. I needed that.

 Final Score **●●●**


### Kottonmouth Kings: *High Society*

Capitol Records

 Featured in: *Championship Motocross 2001*

Here's the problem with put beyond the reach of course: skater thrashers like *Craving*. People who really enjoy the do-jingle-impossible-to-talk-about anything else. Case in point: Kottonmouth Kings' *High Society*. Get it? It's filled with 20 righteous smokin' metal rap tracks, almost all of which are about that wacky tabasco. Good LORD, does it get boring. Folks who will think this greatest album, like, ever, for everyone else, will go a long

 Final Score **●●●**


### One Minute Silence: *Buy Now...Saved Later*

V2 Records

 Featured in: *Championship Motocross 2001*

So you're in the mood for strident, left-wing polemics set around funk-thrash thrash, but somehow you've lost your *Rage Against The Machine* CD! Whatever shall you do? Why, put on this album, which is so stridently polemic and thrashy that you can't tell the difference! It's not bad, if you're into being lectured while you mosh, but original it sure ain't. Oh, and it comes with a reading list, including Thoreau, Emma Goldman and Noam Chomsky. Er, thanks, guys.

 Final Score **●●**


### Taproot: *Gift*

Atlantic Records

 Featured in: *Championship Motocross 2001*

UK, remember when I was talking about that mind-numbingly generic skater thrash crapola back in the *Good Riddance* review? Yeah, well, this is one of those albums I was talking about. These guys came across like Korn's nerdier kid brothers. I liked the propulsive, self-bathin' "Dragged Down" well enough, but outside of that there's nothing here that differentiates Taproot from the mass-moody twenty-somethings with guitars and feedback pedals.

 Final Score **●●**


### Unwritten Law: *Unwritten Law*

Interscope Records

 Featured in: *T.J. Lavin's Ultimate BMX*

This is the other album of mind-numbingly generic skater thrash crapola I was thinking of, but on subsequent listens it begins to sound a bit better. This is due to a strong mid-section that includes the change-up "Caitlin," which is—horror!—catchy and contemplative, and the galloping "Coffin Text." So I amend: This album is not entirely mind-numbingly generic skater thrash crapola. Merely about 60 percent so. Hey, that's 40 percent better than I originally thought.

 Final Score **●●**

John Scalzi has actually read Noam Chomsky, and he didn't need no stinkin' RATM wannabes to tell him to do it, neither! Visit his Web site at [www.scalzi.com](http://www.scalzi.com)—it's more fun than a holiday in East Timor!

# DVD Reviews

From the classic to the mindless, this month's diverse selection of new releases is hard to pass up. That said, can you believe *Charlie's Angels* is billed as "babe-a-licious"? I mean, "babe-a-licious"?! Who comes up with this stuff?



## Almost Famous

Cameron Crowe is one of my favorite directors (and screenwriters) because he gets the details absolutely right. *Almost Famous* is a perfect example of this: In this coming-of-age story set in the early '70s rock world, Crowe nails the time, nails the characters, and nails the experience of rock's last gasp of innocence (it helps that the movie is partly autobiographical of Crowe's time as a teenaged writer for *Rolling Stone*). It's one of the best films of 2000, and I say that with an admitted loathing for '70s rock. The DVD offers an additional 30 minutes cut from the film prior to release. That's a whole lotta love.

Movie Score ★★★★★  
DVD Extras Score ★★★★★



## Charlie's Angels

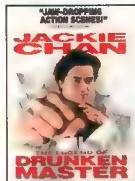
This film is the textbook example of "critic proof": Movie reviewers raved everything about this film, from its mish-mash visual style to the [ugh] story. But you know what? It had Cameron Diaz, Drew Barrymore and Lucy Liu in hot, skimpy outfitts righteously kickin' ass! Whoa-hoo! Let me say that again: Whoo-hoo! Coming to this film for anything else is just kind of stupid. They've packed this DVD full of extras, too: Featurettes on set design, special effects, costumes (whoohoo!), music videos, bloopers and outtakes, and so on. Leave your brain behind and enjoy yourself.



## Meet the Parents

Well, think about it: If Robert DeNiro was going to be your father-in-law, wouldn't you be scared too? Imagine Thanksgiving dinner: "Please pass the gravy." "You talkin' to ME?" *Meet the Parents* perfectly casts Ben Stiller as the dingus that ex-CIA agent DeNiro has to accept as his daughter's mate; things start off bad for Stiller and quickly get worse. Funny for everyone, but especially for those who have ever had a dad-in-law give 'em the once-over. The DVD features outtakes, deleted scenes and commentary from director Jay Roach, Stiller and DeNiro. So, yeah, he's talkin' to you.

Movie Score ★★★★★  
DVD Extras Score ★★★★★



## The Legend of the Drunken Master

Jackie Chan, man! He's THE MAN! *Drunken Master* is widely regarded as one of Chan's best films, and one sit-down with the film's jaw-dropping fight scenes shows you why: Jackie Chan does things that humans just should not be able to do, given the normal constraints of rigid bone and gravity. They invented computerized special effects to do what Jackie Chan does naturally. This includes a 20-fight sequence that ranks among the best fight scenes ever. The DVD doesn't come with much in the way of extras, but when you've got Jackie Chan at full speed, you don't really need them.



## Rear Window Collector's Edition

Jimmy Stewart in a wheelchair! Raymond Burr out of a wheelchair! All right, show of hands: How many of you got that joke? (I'm getting old.) This Hitchcock classic gets the gussied-up DVD treatment, which features a documentary interview with the screenwriter, a featurette with Jimmy Stewart and the script, so you film buffs can read along. If you've never seen the flick, by the way (or only saw the—ugh—TV remake with Christopher Reeve), it's great. Do yourself a favor and see how thrillers were done, old school.

Movie Score ★★★★★  
DVD Extras Score ★★★★★

In This League,  
Being Heartless  
Is An Advantage.

S P R I N G / E S C



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PlayStation.2



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## Aladdin Nasira's Revenge

Your wish has been granted.

A magical new adventure takes off on PlayStation! The evil sorceress, Nasira, has returned to Agrabah, seeking revenge for her brother, Jafar. Join Aladdin and friends in a frantic battle between good and evil. Run and swing your way through mystical landscapes. Ride The Magic Carpet across the Cave of Wonders. Treasure hunts, puzzles and mystical challenges await you. Need directions to this enchanting world? Just follow your imagination.






*Dragon's Lair (arcade)*
*Dragon's Lair 3D*

## REINVENTING A CLASSIC

Dirk the Daring's climactic battle with the dragon Singe is only one of many scenes re-created for Dragon's Lair 3D. Compare the two screenshots above and you'll see that every effort was made to replicate the original arcade hit's animated sequences, but this time around you can now actually control our bumbling hero through the castle's 3D environment—not just tell him which direction to go when a light flashes, like you did back in '83.



# DIRK DARES PS2

Dragon's Lair gets a facelift for the modern gamer

If you're old enough to remember the days when the likes of Pac-Man and Donkey Kong represented the height of graphics complexity for video games, you undoubtedly recall the first time you caught sight of Dragon's Lair. Composed entirely of theatrical-quality animation by the team of Gary Goldman and Don Bluth (*The Secret of NIMH*, *Titan A.E.*), the game easily set itself apart from those around it, as players guided Dirk the Daring through a perilous castle en route to rescuing Princess Daphne from a dragon named Singe. Of course, we use the term *guided* loosely. Since the entire game was a work of animation placed on a laserdisc, the only way to "control" Dirk was to tell him what action to take when prompted by an on-screen light. With such weak gameplay, laserdisc games were all but extinct by the time Dragon's Lair II debuted in 1988.

But there's no keeping a good knight down. This holiday season, Mattel Interactive will release Dragon's Lair 3D for PS2, an all-out remake of the original, aimed at reinventing one of the most well-known franchises of gaming's Golden Age. One slight difference, though—this time you'll actually be able to control Dirk's entire range of movement through a fully 3D castle (though Classic mode offers the option to play the new game in the original five-command manner—up, down, left, right and sword). And, through the use of that hot new graphics technique known as cel-shading, DL3D manages to maintain the hand-drawn look of the original. "It looks like you're playing a cartoon," Steven Parsons, president of developer Dragonstone Software, tells us.

Dirk's quest takes him through more than 200 rooms, many of which Dragonstone modeled directly after scenes from the original. With 600 production pieces from the first Dragon's Lair lent by Goldman

and Bluth, "we had all of the original backgrounds to use as art references when we re-created rooms, levels, doorways, architecture and light that pretty much screams Dragon's Lair," says Parsons.

But would familiar environments be any fun without familiar faces to occupy them? Expect appearances from such memorable characters as Giddy Goons, the Checkerboard Knight, the Smithy, Lava Men, and our personal favorite, the Lizard King. In all, you'll encounter around 15 boss characters and about as many minions.

And don't forget sound. "In order to keep a familiar air to it," says Parsons, "we're reusing some of the original sounds and voices. You have to have identifying sounds to get the feel."

Holding all of DL3D's 20-plus hours of gameplay together is a story that greatly expands on what the original had to offer, beginning with an all-new one-minute animated sequence from Goldman and Bluth. "The whole thing will explain how Daphne got into this mess," says Parsons.

Also adding to the story and gameplay, Dirk must collect pieces of a mystical amulet dropped by Daphne in order to gain special abilities, each of which is powered by mana he's earned. "For example," Parsons explains, "you pick up a piece called the Dragon Scale. When you activate it, it will give you immunity to heat. So it allows you to withstand flame—it allows you to go through what we call a lava passageway level, where you must be immune to heat or you'll die."

The PS2's DL3D offers several enhancements over the soon-to-be-released PC version, as well, such as additional lighting and graphical effects, plus as much as 40 percent more levels. "There's plenty more gameplay there," Parsons says. "We're making it a unique game unto itself."



Get off  
my Planet!



# DIGIMON WORLD<sup>2</sup>

200 DIGITAL MONSTERS! 120 More Digimon than Digimon World! FIGHT FOR YOUR OWN PARTY! Defeat Digimon and they are yours to command!



IMPROVE YOUR GAME PLAY! Escape to a safe place if you're in danger! You can do anything when it's your turn!

To play, simply select a Digimon and click on the screen to move it. Click again to attack. Click the right arrow key to move to the next screen.

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BANDAI



RATING PENDING  
**RP**  
CONTENT RATED BY  
ESRB

# HOLLYWOOD BANTER

## Aaliyah Enters the Matrix

R&B singer turned actress Aaliyah has signed on to both of the *Matrix* sequels. According to the *Hollywood Reporter*, Aaliyah will take on the role of a woman named Zee in the films. Zee will appear in the second picture, but will play a more prominent part in the third installment. The actress, who has been in *Joel Silver's Romeo Must Die*, just wrapped work on *Queen of the Damned*. The back-to-back *Matrix* movies began production in March.

[www.hollywoodreporter.com](http://www.hollywoodreporter.com)

## Manson Definitely Not Willy Wonka

Word that Marilyn Manson would be taking on the role of Willy Wonka in the *Charlie and the Chocolate Factory* remake has been turning up all over the place. Apparently it's all just a big joke, though. Warner Bros., which will be releasing the movie, took great pains to correct the story, which originated in the *New York Post*, in a press release stating:

"Contrary to a false and misleading report published in the Jan. 31 edition of the *New York Post*, singer Marilyn Manson has not been cast in a role in the upcoming Warner Bros. Pictures film *Charlie and the Chocolate Factory*. Additionally, the director of the project is not Tim Burton, as falsely stated in the *Post*. Gary Ross (*Pleasantville*, *Dave*, *Big*) is directing the film, currently in development at the studio, from a screenplay by Scott Frank (*Out of Sight*), which he is adapting from the beloved Roald Dahl novel. Neither Gary Ross nor Warner Bros. Pictures have any intention whatsoever of casting Marilyn Manson in the revered role of 'Willy Wonka' or any other role in the film."

## X-Men 2 Begins Production

While talking to the Comics Continuum, Marvel Studios' Kevin Feige revealed, "We hope to have the script done before the strike, or the possible strike, then we'll start prepping it and shoot it before the end of the year." Regarding what new mutants might appear in the coming film, Feige adds, "We haven't decided yet. Everybody has their wish list, and then we'll put them on the reality list and then put them in the script."

[www.comicscontinuum.com](http://www.comicscontinuum.com)

## Do We Need a Fifth Alien?

The British *Sunday Express* newspaper reported that Sigourney Weaver will reprise her role as Ellen Ripley in a fifth (and hopefully final) *Alien*. Joss Whedon,

creator of The WB's *Buffy the Vampire Slayer* and writer of the last *Alien* film, will reportedly write the fifth movie, which will be released in 2004, the 25th anniversary of the first *Alien*, the *Express* reported. "I've always wanted to do one where we go back to the planet from where the alien originally came, or even get to Earth," Weaver told the newspaper.

## Burton Won't Go Ape

Tim Burton, director of the update of 1968's *Planet of the Apes*, told the *Calgary Sun* that his film will differ from the original. "We're trying to be completely respectful of the original, but we've added new characters and new story elements," Burton said. "You could say we are keeping the essence of the original, but inhabiting that world in a different way." Mark Wahlberg stars in the movie as Air Force Capt. Leo Davidson, a pilot who is AWOL from an Earth-launched space station and finds himself on a planet in which apes are the dominant species. Tim Roth's chimpanzee General Thade is the leader of the ape society. He is "definitely the villain of the piece," Burton stated. "And a really clear-cut villain." Paul Giamatti plays the orangutan Limbo, providing most of the film's comic relief. Canadian supermodel Estella Warren plays Wahlberg's love interest, the *Sun* reported.

## Jurassic 3 Is Very Dark

Ed Verreaux, production designer on the upcoming *Jurassic Park III*, told the Horror Online Web site that the third installment in the dinosaur-film franchise will be darker than its predecessors. "I think it's going to be a little bit darker, a little bit more 'moody,'" Verreaux said. "Shelly Johnson [director of photography] has just really done a great job at photographing [the film]. The film

features Sam Neill, reprising his *Jurassic Park* role of Dr. Alan Grant, along with Téa Leoni, William H. Macy, Michael Jeter and Trevor Morgan. In one scene, "our band of survivors [has] been traipsing across the island, and they come across another *Alien* compound," Verreaux said. "And what they find is that the *Alien* people have been breeding dinosaurs in a big laboratory." Verreaux is bringing to bear his experience from the first *Jurassic Park* film. "That's been a real help for me," he said. "I haven't had to find guys who have to reinvent the wheel. It's like, 'We've already done this, we know what this set looks like.' The thing is, we did try and make this look different from I and II. Hopefully, we were able to succeed." *Jurassic Park III* opens July 14. [www.horroronline.com](http://www.horroronline.com)

## Spawn 2 Coming Fast

Todd McFarlane has been chatting about how quickly his recent deal with Columbia Pictures for another *Spawn* movie came about. While talking to the *Toronto Sun*, McFarlane revealed, "When *New Line's* rights lapsed, it took us like 72 hours to sell it to another studio. We're supposed to deliver a treatment in a month." The *Spawn* creator also says that soon afterward, he and writer Steve Niles will finally sit down and pen the script for the film with an eye toward starting production by the end of the year. Regarding the movie McFarlane says, "To me the real *Spawn* movie will be the sequel, the one I've been living with in terms of mood and attitude. This'll be one of those sequels that will have nothing in common from the first to the second other than the name and the character."

[www.comics2film.com](http://www.comics2film.com)

photograph by Christopher Kok/Globe/Outline





For icy cool breath that lasts



# TOP 10 CHARTS

## PS2 Top Ten

The big change in the top five for PS2 this month was footloose FIFA slipping down in the pecking order while Midnight Club made the glorious leap up. It seems like SSX will never outrunnele Madden from the top spot, but if it did, we would love it. After all, we're still gunning down those slopes as often as time will allow.

	Last Month	Title / Publisher	Rating
<b>1</b>	<b>1</b>	Madden NFL 2001 EA Sports	★★★★★
OK, so the Baltimore Ravens put us to sleep with their gruesomely good defense. And Trent Dilfer finally exercised the demons of Tampa past. But in the office Super Bowl, the Giants of Madden 2001 actually took down Baltimore quite handily. It's irrelevant now. So the Ravens fans can start howling about Madden 2002, and how the updated über-D will make cyber-QBs cringe and cry.			
<b>2</b>	<b>2</b>	SSX EA Sports	★★★★★
With Mario Lemieux pack in the fold averaging two points a game, this one might just creep into the top three.			
<b>3</b>	<b>3</b>	Tekken Tag Tournament Namco	★★★★★
With Mario Lemieux pack in the fold averaging two points a game, this one might just creep into the top three.			
<b>4</b>	<b>4</b>	NHL 2001 EA Sports	★★★★
With Mario Lemieux pack in the fold averaging two points a game, this one might just creep into the top three.			
<b>5</b>	<b>6</b>	Midnight Club Rockstar	★★★★
With Mario Lemieux pack in the fold averaging two points a game, this one might just creep into the top three.			
<b>6</b>	<b>9</b>	Smuggler's Run Rockstar	★★★★★
With Mario Lemieux pack in the fold averaging two points a game, this one might just creep into the top three.			
<b>7</b>	<b>5</b>	FIFA 2001 EA Sports	★★★★★
With Mario Lemieux pack in the fold averaging two points a game, this one might just creep into the top three.			
<b>8</b>	—	Dynasty Warriors 2 Koei	★★★★
With Mario Lemieux pack in the fold averaging two points a game, this one might just creep into the top three.			
<b>9</b>	<b>7</b>	NASCAR 2001 EA Sports	★★★
With Mario Lemieux pack in the fold averaging two points a game, this one might just creep into the top three.			
<b>10</b>	—	Summoner THQ	★★★
With Mario Lemieux pack in the fold averaging two points a game, this one might just creep into the top three.			

Source: NPD TRTS Video Games Service, mid-January 2001. Call them at 516.625.2401 for quotes. Info about this list: No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

## OPM's Most Wanted PS2 Games



- |    |                        |           |
|----|------------------------|-----------|
| 1  | Gran Turismo 3         | Sony CEA  |
| 2  | Twisted Metal: Black   | Sony CEA  |
| 3  | Metal Gear Solid 2     | Konami    |
| 4  | Zone of the Enders     | Konami    |
| 5  | Silent Hill 2          | Konami    |
| 6  | Soul Reaver 2          | Eidos     |
| 7  | Dark Cloud             | Sony CEA  |
| 8  | NBA Street             | EA Sports |
| 9  | All-Star Baseball 2002 | Acclaim   |
| 10 | Final Fantasy X        | Square EA |

## Japan's Top 10 PS2 and PS one Games

- |    |                          |           |
|----|--------------------------|-----------|
| 1  | Tales of Eternia         | Namco     |
| 2  | Victorious Boxers [PS2]  | ESP       |
| 3  | Madden NFL 2001 [PS2]    | EA Square |
| 4  | Bomberman Land           | Hudson    |
| 5  | Rockman X5               | Capcom    |
| 6  | Mobile Suit Gundam [PS2] | Bandai    |
| 7  | The Bouncer [PS2]        | Square    |
| 8  | Seven [PS2]              | Namco     |
| 9  | Dark Cloud [PS2]         | Sony      |
| 10 | DOA2 Hardcor [PS2]       | Techno    |

## OPM's Most Wanted PS one Games



- |    |                        |            |
|----|------------------------|------------|
| 1  | Mat Hoffman's BMX      | Activision |
| 2  | Castlevania            | Konami     |
| 3  | Alone in the Dark: TNN | Infogrames |
| 4  | Point Blank 3          | Namco      |
| 5  | Chrono Trigger         | Square EA  |
| 6  | C-12                   | Sony CEA   |
| 7  | Black & White          | Midas Int  |
| 8  | Tales of Eternia       | Namco      |
| 9  | Batman: Gotham Racer   | Ubisoft    |
| 10 | Dragon Warrior VII     | Enix       |

## Top 10 Selling Games, All Systems

- |    |                           |            |
|----|---------------------------|------------|
| 1  | Pokémon Silver [GB]       | Nintendo   |
| 2  | Madden 2001 [PS2]         | EA Sports  |
| 3  | Pokémon Gold [GB]         | Nintendo   |
| 4  | SmackDown! 2 [PS one]     | THQ        |
| 5  | Final Fantasy IX [PS one] | Square EA  |
| 6  | Tony Hawk 2 [PS one]      | Activision |
| 7  | Donkey Kong 64 [N64]      | Nintendo   |
| 8  | Majora's Mask [N64]       | Nintendo   |
| 9  | Madden 2001 [PS one]      | EA Sports  |
| 10 | Driver 2 [PS one]         | Infogrames |

## PS one Top Ten

A must-have list of games fell on our Top Ten PS one plate this month, save for that dastardly Spec Ops. At least Awful Ops has trickled down to No. 10 where people might forget about it. As for the top spot, we're a little surprised that Tony Hawk 2 couldn't take over, but you can't argue with Vince McMahon. We've tried.

## OPM's Most Wanted PS one Games

- |   |   |     |
|---|---|-----|
| 1 | WWF SmackDown! 2  | THQ |
| 2 | It's like the ultimate aphrodisiac. Get a lady in the room, have Kurt Angle blow off Triple H's head, and watch the real fireworks begin! Obviously, we're being facetious. In fact, SmackDown! 2 is really the ultimate buddy game. A whole room full of testosterone wells up when this game goes on. It's even better to play on those lonely, dateless Saturday nights. |     |



- |   |                  |           |
|---|------------------|-----------|
| 2 | Final Fantasy IX | Square EA |
|---|------------------|-----------|

- |   |                          |            |
|---|--------------------------|------------|
| 3 | Tony Hawk's Pro Skater 2 | Activision |
|---|--------------------------|------------|

- |   |                 |           |
|---|-----------------|-----------|
| 4 | Madden NFL 2001 | EA Sports |
|---|-----------------|-----------|

- |   |          |                |
|---|----------|----------------|
| 5 | Driver 2 | GT Interactive |
|---|----------|----------------|

- |   |                |          |
|---|----------------|----------|
| 6 | Gran Turismo 2 | Sony CEA |
|---|----------------|----------|

- |   |                        |            |
|---|------------------------|------------|
| 7 | Tony Hawk's Pro Skater | Activision |
|---|------------------------|------------|

Could someone explain to us how the original THPS is still soaring on the sales charts? Oh, yeah, it's an unbelievable game. We forgot.

- |   |          |       |
|---|----------|-------|
| 8 | Tekken 3 | Namco |
|---|----------|-------|

- |   |        |                |
|---|--------|----------------|
| 9 | Driver | GT Interactive |
|---|--------|----------------|

- |    |                          |                    |
|----|--------------------------|--------------------|
| 10 | Spec Ops: Stealth Patrol | Take 2 Interactive |
|----|--------------------------|--------------------|

Source: NPD TRTS Video Games Service, mid-January 2001. Call them at 516.625.2401 for quotes. Info about this list: No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.



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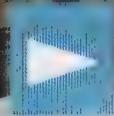
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**Coming Soon**

# Legacy of Kain: Soul Reaver 2

Taking his sweet time getting here

Back in the fall last year, when we put *Soul Reaver 2* on the cover of *OPM* see the September 2000 issue), we were under the distinct impression that we may see the game in time for the launch of PS2. Failing that, it would at least be ready by Christmas, and thus one of the first must-buy games for the machine. As time went on, we heard numerous sources tell us that it "absolutely" definitely has to be out by March 2001." Um. No. Not happening, apparently. Although the franchise is a huge money-spinner for publisher *Eidos Interactive*, the development team at *Crystal Dynamics* is adamant that it wants to get *Soul Reaver 2* exactly right. There won't be any sudden ending to this installment. It won't be released "just to make it inside Eidos' financial year and thus help relieve some of the burden on the software giant's ailing fortunes."

Speaking of fortunes, *Soul Reaver 2* is certainly costing quite a considerable one to develop. Last we heard, the budget for the game was weighing in at a mighty \$6 million and counting. That's approaching the amount of money it cost George Lucas to produce *Star Wars* back in 1977. It's not unusual for game development to be in the multi-million range, but the heftier projects usually involve licensed properties and enormous production teams that suck up all the cash.

Soul Reaver 2 is different. Each time we see it, it just seems to get better and better. It really is a beauty—and not just in terms of presentation. It comes across as such a complete package, as the research and care put into the game are clear in every scene. The environments are wonderful, the ambience of the lighting and the sound are rich and moody, and the characterization is touching. And the story is certainly both complex and more interesting than your usual video-game fare.





## Architecture

While the original *Soul Reaver* was impressive, a lot of the environments looked pretty similar. This was due in part to the limitations of the PS one hardware. Unshackled by this, the design team at Crystal Dynamics has been able to really let it rip with the new game. As you can see from these shots, the extremely varied environments clearly show a variety of influences from Middle Eastern to European architecture styles.



## Gauntlet: Dark Legacy

Midway's May follow-up to *Gauntlet Legends* once again ports an arcade game to your Sony system—only unlike the PS one, your PS2 can actually handle its graphics. And in the true spirit of sequels, GDL features more, more, more. More characters. More power-ups. More enemies. And this time, you can plug in the Multitap so that you and three friends can work together to destroy a really big evile dude called the Shadow Wraith. Check out the included poster for more info.



## Motor Mayhem

Some new details have surfaced regarding this vehicular-combat game. *Infogrames* informs us that *Motor Mayhem*'s battles take place in arenas based on recognizable real-world locations, along with vehicles based on recognizable real-world designs. But the cars aren't central to the action, as the focus is reserved for the unique, dynamic Vehicle Combat League characters and their AI-controlled "sidekick" power-ups. Compete with up to four players this spring.



### Rumble Racing

EA Games' newest racer doesn't have anything to do with NASCAR or Need for Speed. Think that's a problem? Not on your life. Rumble Racing, due this summer, features insane weapons and power-ups (like Super Tires, Shockwave and...Bad Gas?) and 12 expansive outdoor tracks. You can also expect three dedicated Stunt Tracks with jumps, loops and more on which to push your choice of over 35 vehicles—everything from vintage cars to minivans—to the limit.



### Legend of Alon D'ar

Stormfront Studios puts its 10 years of RPG-developing experience to work on the PS2 with this intriguing new title, due to be published by The Learning Company in the third quarter of 2001. Alon D'ar features a transition-free environment (i.e., no "battle screens"), a free-form, classless character-development system, and the ability to adventure cooperatively as a second player controls two of the four characters in your party. Look for more information next month.

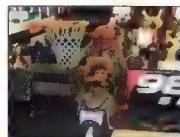
# NBA ShootOut 2001

No more jokes...this is serious ball

It's been a difficult few months for 989 Sports. After the PS2 launch, it delivered a pair of duds on the gridiron along with one on the college hoops court. But there is a light at the end of this tunnel, and that light is ShootOut 2001. Instead of pasting a pretty face over a suspect game engine, ShootOut has been rebuilt from the parquet up. One of the first things you might notice is the speedy load times. You won't have to wait much, making it easier to get into a game. A minor detail, but it beats twiddling your thumbs, waiting to crank up a game.

Load times aside, the visuals look sharp, as does the fantastic presentation. The courts are brilliantly done, and a plethora of cameras [13 in all] follows the flow of the game. The player models may be a little chunky, but they still look like copycats of their real selves. There's no better example of this than when Vince Carter throws down a vicious tomahawk dunk on a poor, frowning defender.

The game plays well, but work still needs to be done. Fifty signature dunks exist, but there aren't enough special moves when dribbling. For the most part, though, ShootOut has a lot of upside, regard less of the previous 989 PS2 disasters. Better late than never, right? ShootOut is available now.



### C-Web

If you're looking for an underrated NBA star, check out Sacramento Kings power forward Chris Webber. Since his days at Michigan (not many college hoops fans can forget his mistaken timeout that cost the team a shot at a national championship), Webber has proven himself steady, solid and, at times, difficult. Now on the cusp of a major contract, C-Web has his game and his life in order. No wonder 989 snatched him up to grace the cover of ShootOut.



# High Heat Major League Baseball 2002

This time, it really is so *rereal*

When the High Heat series came to the PS one, it was a far cry from its award-winning PC trendsetter. Even though it offered the best hardball simulation on the system, it was hard for even the most diehard enthusiast to get past the sophomore graphics. But now the series is primed for PS2, so graphics are no longer an issue—and the gameplay remains 100 percent intact. "None of the other games have an edge in fundamental gameplay," says Nicholas Belaieff, VP of product development at 3DO. "You're going to have a real baseball experience and a great time."

3DO plans on taking full advantage of PS2 power beyond graphics, too. Along with 50 pitching motions and as many batting stances, you'll see first- and third-base coaches, batters readying in the on-deck circle, and 100 different faces from the game's biggest stars. And HH2002 wouldn't dare miss the new stadiums. Milwaukee's new Miller Park opens its doors, and the throwback gem in Pittsburgh, PNC Park, is available as well. Also, the crowd plays a part in the game, with eight emotional states based on game situation, rivalries and star players coming to bat. The latter means if Barry Bonds comes to L.A., you'll hear boos from the Dodger faithful mixed with cheers from road-tripping fans.

Another baseball element missing from the PS one version was warming up a pitcher before throwing him into the fray. This year you'll have the option to add that strategy to the game. Other tricks of the trade come in handy, as well, like going to the mound to stall for time. Rosters, something no one thinks about until they can't find Paxton Crawford of the Red Sox, haven't been ignored, either. Minor-league standouts impatiently wait with their farm team, ready for the Show, and expect rosters to expand to 40 when September comes. Get ready to play some serious ball this April.



## Vladimir the Great

Don't look for Slammmin' Sammy Sosa to grace your copy of High Heat 2002 this year. With the new game you can expect none other than Montreal Expos superstar Vladimir Guerrero. Haven't heard of Vlad the Impaler? Then you didn't watch baseball highlights on SportsCenter at all last year. Last season, the five-tool star erupted with a .345 average, 44 dingers and 123 RBI. He still hasn't grasped the English language, but that won't affect his bat speed.



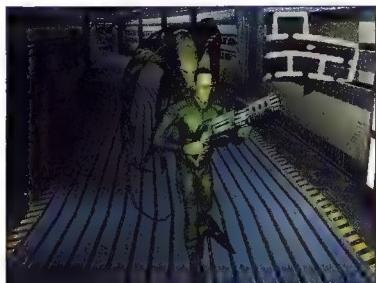
## Giants: Citizen Kabuto

Interplay takes third-person shooters in a new direction this summer with the PS2 port of *Giants*, currently wowing PC gamers. The mix of high technology and humor will surely bring to mind the company's MDK series, but you can expect a more highly developed story set in larger, more varied, and more lush environments. As the game progresses, you control members of three different races of aliens—each with its own strength, from magic to technology to brute force.



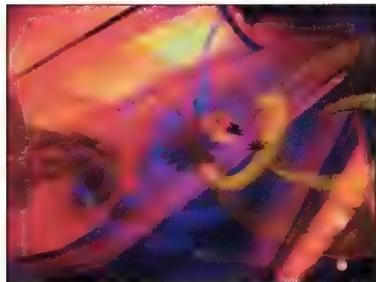
## Unison: Rebels of Rhythm and Dance

You've definitely never played a game like this before. **Tecmo's Unison** has you performing dance moves with on-screen characters by making motions with the analog sticks on your Dual Shock 2 control pad. The game also features a mix of licensed dance music such as "O.P.P." from Naughty by Nature, "Country Grammar" by Nelly and Aqua's "Barbie Girl." You can get your groove on in March.



### Run Like Hell

For *Run Like Hell*, **Interplay** promises more aliens than *Aliens*, fully 3D environments via a game engine, and nonstop action in what developer **Digital Mayhem** refers to as "one of the scariest, most disturbing games ever made." *RLH* includes more than three hours of cinematics, starring the voices of Lance Henriksen (*Millennium's* Frank Black) and Kate Mulgrew (*Star Trek: Voyager*'s Captain Janeway). We'll have more as the **September** release approaches.



### Ministry of Sound: Interactive Edition

Now that developer **moderngroove** has signed deals with **3DO** and Ministry of Sound (a big-time dance record label based in the U.K.), the music title once known as *ModernGroove* has changed its name. It's more of a party tool than a game, as the colorful backgrounds of your choice complement music from five British DJs. Not a fan of the tunes? Then use a CD of MP3s to play around with your favorite tracks.

# Triple Play Baseball

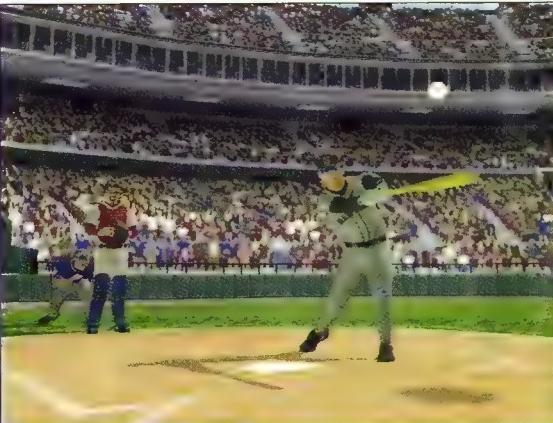
## Bells, whistles and 450-foot taters

*Madden* for PS2 made plenty of gamers do a double take when seeing it for the first time. Was that real football? A closer look still made it difficult. Same with **this month's** *Triple Play Baseball* from **EA Sports**—it might just fool you into thinking you're watching a real game of hardball. Besides the outstanding player models, you'll be able to check out faces on over 150 star players. Look for A's MVP Jeremy Giambi, the Cubs' Slammin' Sammy Sosa, Yankees uber-shortstop Derek Jeter, Dodgers legend Kevin Brown and plenty of others. They'll swing for the fences and pitch no-hitters in fan-filled carbon copies of real-life stadiums, each serving as a true visual example of how much the setting can energize to the game. You'll see the bridges behind Pittsburgh's new PNC Park, you can hit one into the drunk at San Fran's Pac Bell, or dump a moonshot over Chicago's Wrigley Field bleachers.

If you're going to step into the batter's box in TPB, recognize that this is an arcade baseball game. Even with the additions of a visible strike zone and pitching cursor, you're still getting the same brand of slugfest from last year's PS one effort. This isn't all bad if you want to replicate a 12-11 ERA demolition outside of Coors Field, but it's troubling that BoSox ace Pedro Martinez can't seem to mow down the side without giving up a two-run shot.

The various camera angles of TPB offer one of the finest parts of the game, always putting you right there. If you hit a solo shot, you'll get instant replays from different views that bring you closer than you could ever get to a real televised game. You'll also see close-ups of dejected pitchers and the catchers trying to settle them down. So as far as presentation goes, this game has already reserved a spot in the Hall of Fame. And this is only a preview version.

With TPB, expect the usual Season, Playoffs and Exhibition modes, as well as the return of the Big League Challenge home-run derby in Las Vegas, where the game's biggest bombers feast on batting-practice pitching. No silly targets this year, though—just miles of desert for each and every clout.





### Homer Haven

If you want to compete in the Big League Challenge in Sin City, bring your whuppin' stick. Twelve muscle-men will go head to head to try to knock the white off the ball. It's like the old-school Home Run Derby where Hank Aaron and Roger Maris would compete for a whopping paycheck of \$300! Only this time the egos are as big as the bats, and the prize money would've paid Babe Ruth's 1925 salary. Oh, how times change.



### Gitaroo-Man

Ah, the international preview. Take a wacky name, throw in some wacky gameplay, add a few wacky screens, and let the wackiness begin! This month we offer you **Koei's** enigmatic Gitaroo-Man, an ax-wielding hero who fights evil with rhythm and panache. [For those not hip to the lingo, by "ax" we mean guitar!] Control is simple. Use the analog stick and one button to do... well, we're not quite sure. Expect a U.S. release as soon as Van Halen reunites with David Lee Roth.



### Tokyo Xtreme Racer Zero

If you've ever dreamed of zooming through Tokyo traffic as if it were a NASCAR track (and really, who hasn't?... "xtremely," at that), **Crave** gives you the chance this April. TXR Zero shares much in common with *Midnight Club* in its gameplay—simply find a rival, flash your headlights, and you're in business. You're not racing to a finish line, though, as each racer has a power bar that depletes as he trails his rival or rams into walls. When the meter expires, it's time to retire.



### Lotus Extreme Challenge

A lot has improved with Lotus Extreme Challenge since we first showed it to you seven issues ago, and as you can see by these screenshots, it looks like we're in store for a stellar-looking PS2 racer. The game offers 15 tracks from around the world and 41 different Lotus cars, including F1 and future concept-car models. It also supports a split-screen mode for head-to-head play. Look for Interplay to release the game sometime around mid-year.



### Roar of Kurogane: Warship Commander

As the title of this Koel strategy game implies, you command a warship in the heat of battle, blasting torpedoes toward enemy vessels and watching them go ker-plunk. Yes, you've got full control over modifications like reorganizing the bridge and equipping your weaponry. At the same time, you've got 200 fighter jets at your command to send off and assist your efforts. ROKWC is due in Japan this spring.

# Test Drive Off-Road: Wide Open

Puttin' out forest fires with big ol' dirt tires!

The Test Drive series gets a serious fun injection courtesy of Angel Studios (Smuggler's Run) and Infogrames. Featuring 16 real-life trucks like the AM General Humvee, Ford Bronco, Jeep Wrangler and more, offroad enthusiasts should have something to crow about as they whip their way through more than 30 tracks found in the Moab, Yosemite and the Big Island of Hawaii. Knowing your vehicle's strengths is the key to finishing first in the game, as the Humvee climbs over just about anything, while the nimble Jeep Wrangler may have to take a longer, flatter route, but with considerably more speed. The level of customization should appeal to gamers who like to tuck out their wheels—each upgrade is detailed in full 3D on the in-game truck models. Hands-on gameplay reveals that fantastic physics, sweet graphics, and control that's about as good as a game has a right to be all combine for a kick-ass racing title that's hard to put down. Barrel through the woods in your 4x4 this June.



### Hook-Ups

What fun is it if you jack up your ride, but you can't see the benefits? Well, Test Drive Off-Road: Wide Open throws all of those fog lights, roll bars, super-phatty wheels and so much more in full view whenever you upgrade your ride. Some trucks even have special custom packages you can select. Then, take your hot-rodded puppy and your memory card to a friend's house for some hot-blooded two-player split-screen action and show him who's the man!



# Kessen II

## Adding some Romance to the series

Remember all of that Japanese history you learned while playing through Kessen? If so, good for you. If not...don't worry about it. Kessen II offers an entirely new setting for the **Koei** real-time strategy franchise (EA Games' involvement, if any, is yet to be determined), moving things from feudal Japan to China's Romance of the Three Kingdoms era. Perhaps calling it the Romance of the Two Kingdoms would be more accurate, though, as early indications suggest the struggle to invade only the kingdoms of Liu Bei and Cao Cao, with Sun Quan and his followers having no role.

You can expect to see a few changes in gameplay, as well. While the original stuck to traditional combat with realistic weapons and the occasional horse, for instance, Kessen II promises the inclusion of magic-based special attacks and even a mounted elephant here and there. The game also features approximately 30 stages (tripling the size of the disappointingly short original, some of which occur aboard moving ships and show as many as 500 on-screen soldiers at once). Throughout the course of a battle, you have the option to take things to field level and actually control your general, issuing orders all the while. Throw in some more high-quality CG cinematics, and we're looking forward to **late fall**.



The ice spell is just one of many new magic-based special attacks.



Control your general and issue orders as him—at field level, if you wish.



## Tsunugai

Sony might not be throwing any RPGs our way until Dark Cloud, but Japan's looking at yet another one, available **now**. Tsunugai has you playing a knight who receives orders from the king to retrieve a legendary treasure from a holy island. However, as you attempt its recovery, the god watching over the gem becomes angry and takes your soul out of your body. As compensation, you must go out and help the world, using your ability to possess bodies.



## World Rally Championship 2001

Get ready for the next level in racing realism. No, it's not Gran Turismo 3, but **Evolution Studios**' WRC2001. While this game lacks the diversity of vehicles GT fans have come to expect, it does have some key new features. Cars now pick up dust and mud over the course of a race, for instance, and suffer major and minor damage, which appears to be both dynamic and location-based. Little else is known about this U.K.-based title—including if we'll see it over here.





PS2 PREVIEWS

# Shadow Hearts

## It's all about the atmosphere



The year is 1913. The city is Paris. A British man traveling with his daughter is brutally murdered. His body is found in a ram-shackled alley—and the daughter is missing. The unresolved murder makes front page of several newspapers, but is quickly forgotten.

The scene shifts. It's now one month later, and the setting is China—near the city of Taren. A heavily guarded tram takes the spot. On board is named Ans Euse, one of its passengers. She screams as an English nobleman named Roger Bacon attempts to kidnap her. But a fellow passenger, Urmna Hyuga, comes to her aid. Urmna, half Russian, half Japanese—has the ability to absorb the powers of his enemies. Ans, as she soon finds out, is an exorcist, whose powers are sought by many, including Bacon. And so begins the story of *Shadow Hearts*.

If anything, **Sacnoth**, the developer of *Shadow Hearts*, knows how to create atmosphere. This was easily apparent with its last title, *Koudelka* on the PS one. And while *Koudelka* was ultimately flawed with some poor game design and faulty technical aspects, the power of the PS2 might just prove Sacnoth's RPG prowess. The team has shown plenty of potential with the PS one hardware. It will be interesting to see what they can come up with on the PS2.

*Shadow Hearts* is currently slated for a release this summer in Japan from publisher **Aruze**. So far there's been no word on a U.S. release, but we'll surely let you know once we hear of one.



## Did You Know?

**Sacnoth**, the developer of *Shadow Hearts*, is made up in large part by former members of SquareSoft. Each member of the 40-man team has a background in making RPGs. Interestingly, the music for *Shadow Hearts* is being handled by Square composer Yasunori Mitsuda, known for his awe-inspiring soundtracks for games such as *Xenogears* and *Chrono Cross*. His contributions will no doubt up the game's appeal instrumentally.



## King's Field IV



OK, so *Eternal Ring* wasn't exactly a blockbuster in the U.S. But neither were any of the earlier King's Field-derived games from **From Software**—and that hasn't stopped them yet, as they're now hard at work on another addition to the first-person RPG franchise. Since *Eternal Ring* was a bit rushed for the PS2 release, expect more lush, realistic environments for KF4, plus a bigger emphasis on spell effects, animation and other niceties—if it even comes to America.



## Phase Paradox



This upcoming survival-horror entry from **Sony** takes place aboard a spaceship called Gallant that was disabled from a planetary explosion. You take control of a task force sent in to investigate what happened. In order to progress, you must converse with ship members and take on an alien race. The game features lots of event sequences that make use of real Hollywood voice talent. *Phase Paradox* hits Japan in March, and hopefully sometime soon after in the U.S.

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MARCH 2001



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## Coming Soon

### March

Blaster Master: BA  
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Disney Pixar's Toy Story Racer  
Disney's Aladdin, Nasira  
Dracula: The Resurrection  
Metal Slug X  
Rainbow Six: Rogue Spear  
Smurfs Racer  
Triple Play Baseball

### April

Army Men: The Last One  
Digimon World 2  
Kasparov Chess  
KISS Pinball  
Spec Ops: Ranger Elite  
Xtreme Chess w/ Big Blue  
**May**

Alone in the Dark: TNN  
Batman: Gotham City Racer  
Black & White  
Inspector Gadget  
Motocross Mania  
Point Blank 3  
Roswell Conspiracies  
Sheep Dog 'n' Wolf  
V.I.P.

### Future Releases

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# Triple Play Baseball

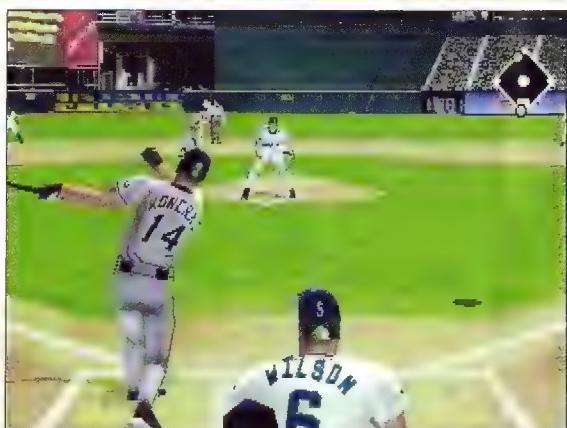
Being taken out to the ballgame never looked so good

Last year's Triple Play on PS one won over gamers with four-baggers followed by dingers followed by... onballs. It was a home-run festival where pitching was a bigger joke than John Rocker. This year, EA Sports presents baseball fans with more realistic gameplay along with some of the best PS one graphics of any sports game out there. Seriously, while some might dislike this franchise for its overly arcadey gameplay, wow, are these graphics good—with an A-plus presentation to boot. Even defensively slapping a foul ball into the upper deck behind home plate leads to a cool camera change, letting you see game angles so intimate, they couldn't be imitated on pro fields across the nation.

The Triple Play series never disappoints when it comes to features, and this year three in particular might catch your eye. First, the Season Mode Points Play allows you to earn points during the season by performing well on the field. You can use points to "purchase" items such as cheat stadiums or power-ups. Another nice feature is the End of Season World Tournament. After you've persevered all season long and won the World Series, you'll qualify for the World Tournament. If you defeat the various all-star teams, you'll unlock them for use in Season Play. In the Multi-Season Mode (baseball's version of a "Franchise"), you can draft your team and play with a Points Cap that tests your management skills.

Gameplay has seen some big improvements, as well. Remember those 108-mph fastballs from last time? They're gone—now good pitching actually plays a part in the game. New animations of umpire arguments, high-fives and end-of-game celebrations exist, as well. The announcing team of Jim Hughson and Buck Martinez returns to keep the conversation as hot as the play on the field, each chiming in about past accomplishments by big-name players and tidbits of trivia.

One nice touch in the Season Mode is that CPU-controlled teams actually make trade offers to human teams and CPU counterparts. So sitting on your laurels when you need a fourth starter won't be in your best interest. The wait is over. The fat lady is tuning up. Triple Play is available **this month**.



### New Blood

When Opening Day rolls around, two outstanding new stadiums make their debuts in two of baseball's smallest markets. Pittsburgh's PNC Park conjures all the throwback flair and intimacy of the old Forbes Field, where Bill Mazeroski hit the most famous home run in World Series history in 1960. The other stadium, Milwaukee's Miller Park, offers a similarly intimate baseball setting, whose opening was delayed by a tragic crane accident in July 1999.



# Black & White

Am I evil? Yes I am. Am I evil? I am that. Yes I am.

When development guru Peter Molyneux left Bullfrog and set up Lionhead Studios, the world waited with bated breath for his first announcement. Black & White will be the first fruit of his new company, and although initially developed for the PC, it is set for release on a number of different console formats over the coming year. Since the game is generally regarded as a master stroke of both graphical presentation and artificial intelligence, it was with a certain amount of surprise that we learned of the PS one version currently in development at U.K. studio Krysalis. Midas Interactive will publish Black & White, and we understand that it's set for a May release.

So what's it all about? Set in a world called Eden, the game deals with the eight tribes that populate the land. The tribes live and work together; everything is happy and funky and lovely. All is well, and all they lack is a god to worship. That's where you come in. One day you turn up, perform a miracle for one of the tribes, and the next thing you know, the whole crowd of the little luvvies adores everything about you. Your first big decision after this is to create a creature that will represent you in Eden—an avatar. After creating the creature, you then control its actions within the world and set its moral code of conduct. This is where the whole "Black & White" stuff comes into play.

As you move through the game, a number of challenges present themselves: Thieves come into the village and grab livestock, people get lost in the wilderness, etc. You use your avatar to resolve these challenges, but you can do so in either a good or an evil way. The moral conduct of your avatar affects both its physical development and the tribe's perception of its god. As you move onward, you have to ensure that you continue to develop the avatar, meanwhile retaining the faith of the tribes. Within a few hours of play, you'll either be a happy, lovely, cheerful, fluffy-bumpkin, everything-is-roses-and-loveliness kind of god... or of the nasty, demonic, evil, SOB sort. Sounds like fun, huh? Now all you have to do is take over the world and make sure that everyone loves you.



## It's Also a Fighting Game

Once you've got your big bruiser of an avatar cruising around like he owns the place, you'll soon discover that other gods watch over Eden, too. Each of these gods also controls an avatar and competes for the faith of the tribesmen. Should your avatars bump into one another, there's a chance that they'll fight. This, like everything else in the game, depends on the morals of the controlling god.



## Batman: Gotham City Racer

Ubi Soft aims to redeem its unforgivably horrible Batman Beyond game this May by taking things back a few decades to when Bruce Wayne was in his prime. As you may have guessed, this one's all about the vehicles of Batman, his pals and enemies like the Joker, Two-Face, Bane and the Riddler. Twenty-four actual clips from The New Batman Adventures move the story along through 51 unique missions. You can even play as a villain in two-player or Patrol Mode.



## BursTrick Wake Boarding!!

Available now, Natsume's first entry into \$9.99 gaming removes wake boarding from the ever-thinning list of extreme sports not yet seen on the PS one. With one of several characters and boards, perform 45 different aerial tricks as you trail a speedboat through six courses on Obstacle Mode. Also available is Trick Mode, which places even more emphasis on them. But don't go thinking that "BursTrick" is some hot license or anything. Natsume just likes the sound of it.



## Fist of the North Star



As with the Japanese anime, **Bandai's Fist of the North Star** takes place in a post-apocalyptic world filled with mutated speed gangs. You take control of a wandering sou, named Kenshiro. A master of the ancient martial art known as Hokuto Shinken, Kenshiro has the ability to throw a flurry of quick punches at people and make their heads explode. The game features lots of dialogue between fights, but what little fighting action exists is pretty cool. **FoNS** is out in Japan **now**.



## Digimon World 2

Nope, we sure didn't like the first **Digimon World** very much. The training element was annoying as hell, and the battles were slow, erratic, and almost completely out of the player's control. But **Bandai** is completely revamping the game for its **spring** release, dishing up a sequel that focuses much more on battle and much less on tedious training. New additions include a move to full-3D environments and the ability to train three Digimon at once.



## Point Blank 3

The home shooting-gallery experience returns

If nothing else, **Namco's** first two **Point Blanks** offered something never attempted by any other PS one franchise before or since: solid light-gun shooting action with a sense of humor. And that's exactly what you should expect from the third game in the series, with Dr Don and Dr. Dan ready to serve up over 80 minigames to keep you attached to your Guncon for hours. Don't go expecting anything completely original, though. While most of the games are new, they're all basically variations of what you've seen before, centering around the same gameplay elements you've grown accustomed to. In different ways than ever before, you'll shoot up red and blue targets, destroy moving objects within a given time, attempt to hit a target in one shot, protect the good doctors from various plights and more.

Curiously, **Point Blank 3** lacks any sort of Story or Quest Mode, as found in the previous two. Still, five modes of play do exist, including Arcade (porting Japan's arcade version, which was called Gunbalinal), Endurance (just try to make it through all 88 stages), Training (you know, for practice), and two multiplayer tournament levels (as many as eight can play in Party Mode). Things seem as fun as ever from what we played, so you might want to mark your calendars for **PB3's May** release.



### Stats

As seen above, **Point Blank 3's** Training Mode does a rather thorough job of showing you your progress in each of the game's 88 shooting minigames. This particular chart shows the results of seven goes at the haunted-house level. Speed is only a factor in games requiring you to eliminate everything on screen, so it stays the same. But notice the fluctuations in Hits, Score and Accuracy. (Can you tell that your arm might get tired after a while?)



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Dero



twisted metN:BLACK

By John Davison  
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# anged Clown Escapes

**S**Y, is there's this El Camino-style pickup truck, right? And tied to the front of it is a big plank of wood cut into a point, and there's blood splattered all over it. Strapped to the side of the car is what appears to be a crucifix, and chained to the bed at the back is a body in some kind of body bag. As the car bumps around the environment, the body in the back writhes about in a way that can only be described as "creepy."

Someone's in there and he's struggling to get out. Judging from the blood stains, whoever it is ain't in great shape. It gets worse, though.

By way of one of the many weapons in the game, and one specially tailored for this particular vehicle, an impaled figure emerges upon that big wooden spike.



strapped to the hood. There's movement as some form of mechanism is employed, and said body is flung into the air toward an opponent's car. Landing upon the protagonist's roof, said figure struggles for balance, screams "Repent!" at the very top of his lungs, and throws a firebomb at the windshield before falling off and, well, dying we suppose. Big bang. Lots of flames and smoke. It's all over in a flash. "Oh man, that's the preacher...he's pretty bad-ass," we're told. Oh. Well, that clears that up, then.

After proving itself to be one of the most successful franchises on the PlayStation, Twisted Metal is back. With well over \$4 million in sales racked up over the past five years, there are few other series that have captured the imagination quite like Sony's car-combat series. The first



1. Steve Ceragioli - game director  
2. Dave Jaffe - lead writer

**"Twisted Metal: Black will be a total redemption of the franchise."**



## Does It Really Need a Story?

Here's the officially sanctioned statement from game director Steve Ceragioli: "This is an opportunity to trim production costs so we can focus on the game's core elements: cars, destruction, and the intense Calypso-themed atmosphere. We're not going to do a lot of story, but we're going to do a lot of cars and destruction." The game's plot is set in the Calypso-themed world of Twisted Metal, where players drive their cars through various environments, including a city street, a desert, and a jungle. The game features a variety of weapons and vehicles, including a tank, a helicopter, and a boat. The game is set to release in late 2002.



Multplayer games come in three flavors: Enduro, co-op and deathmatch.



## 4,565,000 Copies And Counting

As you'd expect, the best in the series, Twisted Metal 2 is by far the most successful game to date. Surprisingly, though, the distinctly mediocre (we gave it two and a half out of five) Twisted Metal 3 managed to rake in pretty spectacular sales numbers.

### Twisted Metal

Twisted Metal 2

Twisted Metal 3

Twisted Metal 4

1.1 million

1.8 million

1.2 million

465,000

game, way back when the original PlayStation launched, helped define a new genre. The second game refined the gameplay and introduced some interesting ideas. And then 989 Studios milked the franchise, pumped out two more games, and pretty much annihilated any reputation that had been built. Twisted Metal 3 was pretty bad, Twisted Metal 4 had some cool ideas, but clearly suffered from being rushed out to capitalize on a "good thing." The team responsible for the first two, SingleTrac, hooked up with GT Interactive for a while and produced the very admirable *Rogue Trip*. All that's behind them now, though. 989 Studios is no longer running Twisted Metal's gig, and the majority of the guys responsible for those early classics

are now working together at a new studio, Incognito, based in Salt Lake City. This team is working closely with Sony again, just like in the old days. Arguably responsible for defining the "vehicular combat" genre, the team has some lofty goals to achieve. Dave Jaffe, who was director and lead designer of TM1 and 2, and who is once again heading up development on Sony's end, tells us about the original design concepts for the franchise. "We just thought it would be a cool idea. I think it's a great idea not to approach things with such lofty goals as 'let's create a genre.' And I'm certainly not saying we did create a genre. I think we just brought an already existing niche genre to the mainstream game market. For TM1, TM2 and with TM: Black, we made every decision based on this very clear vision of 'Hey, what would be fun for us to play?' That was the only intent and constraint to be our only goal."

Twisted Metal: Black will be a total redemption of the franchise," Scott Campbell, Incognito president and producer on *Twisted Metal: Black*, tells us. Judging from our time playing the game, and exploring its dark and creepy atmosphere, it certainly looks like things are very different this time.

After watching our preacher friend with what can only be described as a morbid fascination, we begin to explore some of the levels. We cruise

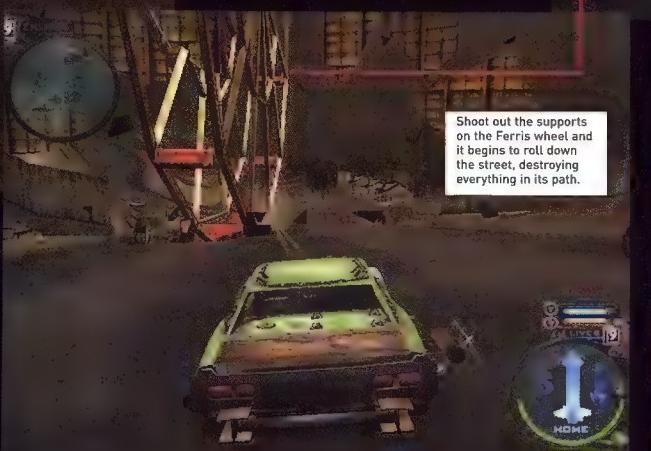
around on city rooftops battling with seven other opponents, missiles leaving their trails across the battlefield, stuff exploding and throwing sparks and debris into the air. We leap off one building onto another. We crash through a stained-glass window and into a huge chapel, replete with dark religious imagery and seriously spooky-looking statues. Glass smashes, the pews shatter and fly around as we plow through them. Another combatant careers into the room and lets fly with some kind of buzz-saw weapon. We're toast.

The previous games were enjoyed by all, and had a big following with the younger PlayStation audience. *Twisted Metal: Black* is very obviously M-rated fare. Could this prove to be problematic? The religious imagery, the ultra-violence, the downright scary characters: Is the team worried about the potential fallout? "From my limited experience, it seems the only way to create anything is to start with what moves you first," Jaffe enthuses. "Yes, when you are tweaking and tuning the game, product, whatever, get as many opinions as you can—make sure your ideas are able to be digested by the public. But don't focus-test the ideas themselves...just the functionality of those ideas. The core idea needs to come from a place that moves the people making the product, or you end up with the same old copycat crap."

So will it alienate young kids? "I hope so," he smiles. "Because young kids should not be able to play a game like TM: Black. It's pretty violent and dark. If you are asking from a standpoint of, 'Do I feel bad about that?' then I'd say not at all. The industry will only thrive and be exciting if game makers work from a soulful, real place...a place that gets the game makers up in the morning and jazzed about going to work...not from a place that says, 'What's gonna give me the biggest audience?'"

Building on that idea, is Incognito banking on TM: Black's audience primarily being previous fans who have "grown up with the franchise"? "That'd be nice. I hope TM fans like this game. I really, really do," Jaffe tells us. "TM fans are great because they really got what we were trying to do with the games while others were like, 'What's the big deal? You just drive around and blow stuff up.' Yeah, there is that element to the game, but the fans—like the guys on the Twisted Metal Alliance Web site ([www.twistedmetal.com](http://www.twistedmetal.com))—they're the hardcore...they got that the game was more than just an arcade shoot-'em-up. So even though it's not our goal, if we can make those guys happy, that'll feel real nice. On my insecure days, that's what I worry about. What if it's not as good as TM2? What if we let those guys down?" But again, you just have to push through that kind of thinking and stay focused on the work.

Much has been made of the fact that the game's vibe is going to be dark. Sony PR is touting similarities in tone to stuff like *Seven and Nine Inch Nails* videos. How can you really push it? "Well, it's not our goal to be dark and nasty," Jaffe explains. "It's just to follow a path that feels right. The outcome of our following our guts and making the kind of game we want to play is that people are feeling it's dark and nasty. I point this out because I want people to be aware that we're not trying to shove a feel/vibe down their throats, and I hope they don't feel force-fed when they play TM: Black. But I'd say the level art is kinda creepy and dark; many of the character stories are kinda creepy and strange; music is scary; the shell/front end is pretty dark. So it's a vibe that runs through the whole game, I'd say. I've read some PR/press hyperbole that says the game's vibe is 'mood-altering.' I seriously doubt that. It's just dark and creepy and maybe a little bit sad or depressing. But we'll see if that creepy mood translates when dropped in the middle of an all-out action game...That's been the real challenge: combining a high-paced play experience with a mood, a tone, a direction that usually accompanies more slow, subdued games like Resident



## State Institution Worker Missing

### Features Checklist

Number of players? 1–4

Health power-ups? No

You have to park on a ramp, just like in TM1

Multiplayer modes? Pure Death Mode, Endurance and Co-Op

Levels? 8 single-player, 10 multiplayer

How many vehicles? 14 of 'em

Street Fighter-style special moves, like in TM2? Yes

Level-specific traps, like in TM2? Yes

Set-piece level interaction? Yes

## PRE-ORDER WATCH

Want to get a copy of Twisted Metal: Black the day it comes out?

We hunted around online to see who was taking pre-orders for the game, and how they compared:



STORE	PRE-ORDER	PRICE	SHIP DATE
Amazon.com	No	N/A	N/A
800.com	No	N/A	5/2/01
Buy.com	Yes	\$47.99	N/A
BestBuy.com	No	N/A	3/29/01
EBWorld.com	Yes	\$49.99	N/A
Express.com	No	N/A	7/2/01
GameStop.com	Yes	\$49.99	

all data as of 2/12/01

Figure 7-32. Skimming small game.

Evil or Silent Hill.

We plunge into another level of the game, this time enjoying the delights of franchise cover boy Sweet Tooth. The ice-cream truck has undergone something of a redesign, now sporting a giant, rotating clown head on the roof. This head is shown to the player as a transparent effect, which lets you see through it and observe the action ahead. This time we're playing on what is described as the Asylum level. Within a few moments, we soon see why. Beginning on a prison ship, the first aspects of play we experience are simply one-on-one in a relatively small room. After annihilating Spectre with ease, the environment changes. The doors open and we can explore the rest of the huge ship as it crashes through the rough seas. Water smashes against the sides of the ship, showering the decks. Combattants come together, weapons resembling electrical charges are fired. Missiles, rockets, even satellite strikes are employed. Overhead a blimp patrols the dark skies. "You can shoot the blimp down," we're told. "We're also looking at a feature where you may be able to fire a weapon so that it attaches to the blimp and showers the battlefield below. We're not sure if it'll make it in the final game, though."

As the battle continues, it soon becomes apparent that the ship has arrived at its final destination and docked. More doors open, a bridge moves into place, and on dry land a sinister asylum opens up. Moving into the hallways, we're hit with imagery befitting of Batman's Arkham. Inmates are screaming; there are cages, an overall atmosphere of darkness and evil. The level is huge and the combat fierce. Regardless of the incredible detail in the environments, regardless of the cool lighting effects and incredible weapons effects, the framerate never drops. It's always a silky-smooth 60 frames per second.

Collecting a special icon from within the environment, Sweet Tooth performs an action that provoked rapturous applause when Sony first

- 
1. john crocker - senior software engineer
  2. michael badger - senior software engineer
  3. angela quintana - production assistant
  4. evan christensen - junior programmer
  5. wayne gregoire - software engineer

Some weapons  
fire in a straight  
line, some home  
in on the nearest  
bad guy.





unveiled the game at a media event in San Francisco late last year. Panels on the ice-cream truck lift up, the front grill rises and tucks in on itself, side panels fold out, and the clown head pushes its way skyward. The ice-cream truck has transformed into a huge robot and is now letting rip with a relentless barrage of missiles.

While he's doing his thing, we have to ask about Sweet Tooth. He has increasingly dominated the Twisted Metal vibe and has been an integral part of the imagery for all of the games. Was he always intended to be the most recognizable character? If so, why do none of the others enjoy the same kind of profile? "In regards to creating characters and vehicles, nothing much was intended beyond 'Hey, this guy is kinda cool...let's stick him in the game,'" Jaffe tells us. "I remember the day we came up with Sweet Tooth, sitting in the board room and just kicking ideas around."

We were all like, 'Yeah, that's kinda cool...let's put an ice-cream truck on the list.' Then we got a concept artist [amazing guy by the name of Lee Wilson, who also worked on TM2 and TM: Black] and he came up with the idea of making the head anthropomorphic. Then we said, 'Hey, let's put this guy on the box,' and it just grew from there. The original box concept art didn't even have Sweet Tooth on it...just the semi truck. But since that time they've overused Sweet Tooth, so we've stuck him in the background for Black." Really? He's been very prominent so far, and at the forefront of all the materials we've seen. "He's in the game and all, but he's not as prominent as he was in the last games," Jaffe explains. "And marketing promises me he won't be all over the TV commercials, which makes me very happy. Plus, we never intended for Sweet Tooth to be this wacky clown. We all saw him as a homicidal maniac who dressed up like a clown. At E3 a few years back they had this giant Sweet Tooth blowup head and he looked so tame, almost like a Disney character. As for the other characters, I think some of them are as good as Sweet Tooth from a standpoint of design and story. The thing is, they were not marketed and stuck all over the place like Sweet Tooth was, so unless you're a fan of the series you don't know who they are. Plus, Sweet Tooth is a clown and clowns are American icons—easy to digest and remember. In TM: Black we've got a character who wears a porcelain doll mask [we had the idea before that horror movie *Valentine*, by the way]....I love this



## noface

shot fighter in the first round. But humiliation wasn't the only thing he suffered. His face was terribly disfigured. Ironically, No Face goes to a seedy plastic surgeon, who lost 120 lbs. on the very night that surgery began. As the surgeon places the gash mask over his face, the surgeon told No Face of his recent loss. Terror-stricken and groggy from the gas, No Face was unable to move. The surgeon revengefully gouged out No Face's eyes and tongue as soothing opera music played in the background. No Face was content with being pain-free until he saw and smelled the surgeon via video link. "Shut No Face's facial 'enhancements' with thick metal wire. The pain sent No Face rampaging through the hospital in search of the surgeon. Six innocent people were killed in the process. Unfortunately, No Face never found the surgeon.



character and think she's very cool."

So, what do you think? Clowns: scary or funny? "Think about it," Jaffe smiles. "A clown goes through all of this trouble—funny shoes, gobs of makeup, wacky clothes—just to show you how happy he is. I mean, anyone who goes through that much trouble just to make you go, 'Oh, I guess he's high on life,' is

combat heats up pretty quick and a simply huge truck starts whaling on us as we desperately seek out weapon power-ups. Sticking close to the Ferris wheel, we soon see that the supports holding the huge structure are susceptible to gunfire. Taking them out causes the wheel to crash to the ground and begin slowly rolling down the hill. As it

## "A clown goes through all of this trouble—funny shoes, gobs of makeup, wacky clothes—just to show you how happy he is...I mean, why try so hard?"

probably pretty screwed up, I mean, why try so hard? So I would say quite scary. You know, I went to college with the kid who played the little boy in the movie *Poltergeist*. Remember, the one who got strangled by the clown doll? He told me that he actually did get strangled by the thing by accident and he almost got hurt because they couldn't tell if he was acting or not! He was struggling and screaming and they just thought he was doing a great job! After hearing that, my mind was made up. Clowns equal scary!"

Returning to the game, we enter a carnival level. A wonderfully barren environment. Dried-up vegetation and ramshackle houses fill the streets, and in the middle of it all an impressive Ferris wheel towers above. As ever, the

crashes through buildings, they crumble in quite a spectacular fashion. The combat between the lunatics continues as if this were the most normal thing in the world. Later we move to another level to see a similar effect. Taking out the supports holding up a huge water tower, we see the structure topple to the ground and spray its contents through the streets. In yet another level, a jet landing at a nearby airport can be hit with missile fire before it crashes down into the game environment. These all aren't just cute effects; they're integral to the structure of the game, and they can be played to your advantage. They're damned impressive-looking, too.

Before we leave our demo, we get to try out a feature that's going to help



The really big weapons rain death from above, and are aimed with the big red crosshair.



All the environments are particularly dynamic. Check out the electric fence that saps your energy.



## Twisted Metal on PS one Again?

There have been rumors circulating for a while now that Twisted Metal: Black was not necessarily something that we'd only see on PS2. Our own Clish MacLaver stumbled on some info a few months ago, and she's been digging around for us since. No one at Sony is saying a word, but what we do know is that there is another game, it almost certainly won't be a port of Black. This game is PS1 only, and when you see it running you'll understand why. Porting the game to the 32-bit system would do nothing but water it down, as the game relies on the technological benefits that the PS2 provides. Hopefully we'll be able to get someone to own up and let us know what's going on at some point in the next few months. Keep checking back with us for more.

ensure the longevity of the game for many. The weapons. While normally you wouldn't think that a broad collection of power-ups would affect the long-term chances of a game being in heavy rotation with gamers, TM: Black has a system that'll have you tweaking your technique with the same kind of obsessive fervor as SSX players trying to work their way through the trick book. Many of the weapons feature multiple firing modes. Let's take the gas-can weapon by way of example, as that's the one that was shown to us when we got to play the game. In its basic form, the gas can is a projectile weapon. You release it, it fires, it explodes. If it hits something...well done. Alternatively, you can simply drop the can and let it sit. Hit the fire button again, and the thing explodes taking out anything nearby. The longer you leave the can, the

more devastating it becomes. Sounds cool? How about throwing the can in the air and timing your second hit on the fire button so that it explodes in mid-air and showers the environment below it with burning gas? With this level of control over the firepower in the game, we're going to see a situation where players can define a "style" that they use. Multiplayer games are going to be so much richer than in previous games, as players can build reputations as trap setters or dirty fighters, or just out-and-out loonies.

"As a designer, I think it's great that everything I ask for in the design is actually possible on the PS2 hardware," Jaffe concludes. "Can't think of a downside to the thing...it's been tons of fun."



1. Michael Jackson - art director
2. Jennifer Fortin - senior 3D graphics modeler
3. angelic quintana - Production assistant
4. Kevin Pulley - 3D graphics modeler
5. corey kruitbosch - senior 3D graphics modeler



## dollface

Doll Face's childhood is filled with the anguish of losing her mother to a freak accident. Her father claims his wife fell down the stairs. While drawing a picture for her late mother, she accidentally knocked over and broke a glass bottle. Doll Face could see the anger brewing in her father's eyes as he stopped working. The shattering glass disrupted her father's concentration. His mind filled with outrage and intolerance. He thought to himself, "Why can't she do anything right?" He knew what would quell his anger. The very work she disturbed—the masks he meticulously worked on—would make everything all right. Doll Face cowered in the corner as her father forced an old porcelain doll mask onto her head. He secured the mask to her by hammering rusty old nails through it and into her skull. A clever lock in the back secured it further. Physically and emotionally devastated by this ordeal, Doll Face was overcome with feelings of rejection, desperation and insanity. After seven torturous years of imprisonment, Doll Face asks herself, "But I've been so bad...do I really deserve to be free?"





## GAMES REVIEWED

*PlayStation 2 games are in blue; PS one games are in red.*

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## THE FINAL SCORE



We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

# The Great Debate

I am very angry

I'm not talking about my typical grumpiness, where I storm about the office annoyed at, well, just about anything that's not going right. This is a different kind of anger. This is far worse—the quiet kind of anger. This is seething, boiling, white hot fury. This is righteous rage at a deep, deep injustice.

See, I was robbed. No, make that we—each and every RPG fan out there—were robbed. Somehow Chrono Cross beat out my beloved Final Fantasy IX to win Best RPG in our annual awards.

Blame that vile wretch Sam Kennedy. First he roped Todd Zuniga into his little Chrono Cross alliance, and that alone was enough to give Sam the majority of votes in favor of his favorite. But that's not where it ended, as a blind vote isn't enough to grant a game our coveted award. In a later staff meeting, we discussed our votes, and pleaded my case. But to no avail! "Isn't Chrono Cross more innovative?" asked a fellow editor. "And isn't FFIX just another Final Fantasy, even if it's a great one?" questioned yet another.

"Well, yes and yes," I calmly answered. But it was all I could do to hold back my wrath. What I really wanted to do was jump across the table, clunk everyone's heads together, then pick up Sam by the scruff of his neck and cast him into a vat of ordure to wringe about suffering for an eternity, such was my annoyance.

I'll spare you the details of our discussion. But suffice to say that Sam somehow convinced the others that Chrono Cross was a worthy winner, that Final Fantasy IX was to be dismissed as a mere runner-up. (No lies here, we all agreed—that would just be a copout!) This, despite the fact that FFIX is more polished, has a better storyline, better characters, and is just more fun to play.

And so the Great Debate has been reborn.

It all started back in September 1995. Chrono Trigger was released to critical acclaim and commercial success, just a mere 11 months after Final Fantasy III was released to similar fanfare. But rather than being content with the overabundance of good fortune [two instant classics in as many years], the RPG fanboys girded themselves for battle. *Which is better?* they sneered at

each other, each knowing the true answer in his heart. Blood was spilled in chat rooms and on message boards throughout our nation. Alliances blossomed, long-standing friendships were broken. (If you must know, back then my heart was with Chrono Trigger.)

And just who am I to question the outcome of the second coming of the Great Debate? Consider this: In the past year I've reviewed more than a dozen RPGs—the lion's share of all the PlayStation RPGs released, in fact. Among those are some great games, like Valkyne Profile, Persona 2, Lunar 2, The Legend of Dragoon...and Final Fantasy IX. Of course, I've had my share of disappointing titles, foremost among them

The Legend of Mana. I've also suffered through some true clunkers, including the likes of Eternal Eyes and Torneko: The Last Hope.

That's not all. I've played through many of the games that others have reviewed, including Chrono Cross. And we can't forget all those "stash" RPGs, like Vagrant Story (adventure/RPG) and Threads of Fate (action/RPG).

That's a lot of games.

Which gets me thinking: What a fantastic year it's been for RPG fans! Chrono Cross and FFIX in the same year. An extremely strong lineup of runners-up, many of which could easily take our award if not for the Big Two. And even a handful of tasty fringe games, like the quirky Rhapsody: A Musical Adventure. It's enough to keep a gamer happy for, oh, a good long time.

So maybe I shouldn't be so angry. Maybe I should settle down, take a deep breath. After all, I got to play Chrono Cross and FFIX in the same year. I got to spend hundreds of hours immersed in all kinds of RPGs. I got to enjoy one of the best years ever for an RPG fan—and do it for a living, no less!

I mean, aren't we all winners here? I should be delighted by the very fact that we're engaged in such a debate. I should be thrilled at the sheer number of quality RPGs released last year...

Ah, heck, who am I kidding here? I'm still pissed off about it.

**Gary Steinman**  
Managing Editor



## MEET THE CRITICS



**JOHN DAVISON**

John bought a house this month with his .ovely lady and as such is now competely and utterly broke. Thank goodness he's got Starfighter and Rayman 2 to hide away with.

**FAVORITE GENRES:** Racing, Action, Adventure

**CURRENT FAVORITES:** Star Wars Starfighter, Rayman 2

**CAN'T WAIT FOR:** Z.O.E., GT3, MG52, Hell-Life, Red Faction



**JOE RYBICKI**

This month's cover story has caused Joe to flash back to that ill-fated encounter with a balloon-twisting clown outside his sister's flower shop. The details are best left unsaid.

**FAVORITE GENRES:** Adventure, RPG, Puzzle

**CURRENT FAVORITES:** Ring of Red, Shadow of Destiny

**CAN'T WAIT FOR:** Red Faction, Hell-Life, GT3, MG52



**GARY STEINMAN**

Gary is so angry about FFIX losing to Chrono Cross that he refuses to say another word

**FAVORITE GENRES:** RPG,

Adventure, Action

**CURRENT FAVORITES:** Ring of Red, Shadow of Destiny

**CAN'T WAIT FOR:** Code name: Cough Medicine



**CHRIS BAKER**

Remember that "how should Chris spell his nickname?" election from two issues back? Well, no one else does either, apparently, as not one single person voted in it. Not a soul. Screw it. He'll do what he wants

**FAVORITE GENRES:** Action, RPG,

Adventure, Sports

**CURRENT FAVORITES:** Darkstone,

Onimusha: Warlords, Starfighter

**CAN'T WAIT FOR:** Sega games on PS2!



**TODD ZUNIGA**

With the Web site launched, his birthday over, and baseball season so very soon, Todd has fallen into a self-inflicted coma. We are also sad to report that he no longer believes the perfect woman exists.

**FAVORITE GENRES:** Ham, Sports

**CURRENT FAVORITES:** Z.O.E.,

Mesa, Slug X, Chrono Cross

**CAN'T WAIT FOR:** Test Drive, MG52, C-12, GT3, Ace Combat 4



**SAM KENNEDY**

As promised last issue, Sam stayed out in SF this month instead of flying to Chicago for deadlines. Which was fine, until the Chicago boys thought it would be cool to prank-call him all day. Those jerks.



F1 Racing Championship



NHL FaceOff 2001



F1 Racing Championship

## F1 Racing Championship

**Publisher** Ubi Soft**Developer** Video Systems**Web Site** [www.ubisoft.com](http://www.ubisoft.com)

Whether you're screaming down the Hockenheim straights at over 200 mph or navigating Monaco's treacherous turns, this second F1 simulator on the PS2 just feels right. Video Systems has been known for their exceptional treatment of this sport, and F1RC continues that tradition.

Re-creating the entire F1 weekend experience (from the two practice sessions to qualifying, warmups and finally the big race) is almost as important as making the player feel as though he or she is actually driving into that turn with Michael Schumacher on his or her tail. F1 Racing Championship manages this feat. In fact, as a whole package, this game simply rocks. It has setup options and play modes that'll keep you busy for quite a while (including a very cool Scenario mode).

The graphics are above-average as well. Every car reflects its surroundings in real time, the tracks are richly detailed, and look superb. Unfortunately, it all comes at a price. F1RC suffers a bit of slowdown here and there. It doesn't detract from the experience, but it is noticeable.

The only other real problem lies in the conspicuous absence of the American Grand Prix. It's too bad Video Systems couldn't have at least added Indy as a bonus track.

Other than that, F1RC outdoes EA's F1 title in nearly every way. F1 fans should be proud to own it!

**Final Score** **Greg Stewart**

**E** **Players:** 1-2  
**Memory Card:** 745 KB

## NHL FaceOff 2001

**Publisher** 989 Sports**Developer** 989 Sports**Web Site** [www.989sports.com](http://www.989sports.com)

In most instances a delayed window title equates to a smaller window before updated rosters, new levels and additional features appear in the next season's game. But with Mario Lemieux returning to a video-game format, who cares? I view FaceOff 2001's delay as a blessing.

Besides Mario, though, the game doesn't have much else to offer over its excellent PS one partner. It's pretty much the same with add-ons like the NHL Legends team (featuring Hull, Dionne, Lafleur and Howe), a cool Tournament Mode that's a perfect precursor to Salt Lake's 2002 Winter Olympics, and a Draft that makes for a good time. Notice that I didn't mention updated graphics. Sure, they're updated, but the guys look squatly and uncool. But even with 1-mile-wide add-ons, it's still a fun hockey game.

I should jump right into the comparisons with EA's NHL 2001 for PS2. Visually, FaceOff is way behind. EA made their hockey look real; 989 makes it look like video-game hockey. As for gameplay, they're neck and neck. FaceOff doesn't have the maddening choppiness of EA's game, but it doesn't have the pleasantly overwhelming features either, like the spin moves, diving poke checks and other such fare.

My biggest issue with the game is that you can't cycle the puck. I mean, you can, but there's no grinding it out like in the real NHL. Every hit is a pretty big hit, so if you're trying to dig in and set up shop, forget about it. A good solid hit will wipe you out for a good three seconds while the pay turns the other way.

Things that this game would do well to lose altogether: the lighting (it's ridiculous), the silly arrow beneath my skater telling me which way I'm skating, and the ability to change direction once I lift my stick to fire a shot—why don't physics come into play here?

This is the game should be to the NHL Legends team, the slick graphics, etc. It's a different game play mode, but it's not replayable.

After a short string of depressingly bad games, 989's showing that they've got something in the tank. FaceOff leans to the ugly side, but I feel, like the gameplay makes up for most (not all) of it.

**Final Score** **Todd Zuniga**

**E** **Players:** 1-8  
**Memory Card:** 303 KB



Oni

## Oni

**Publisher** Rockstar**Developer** Bungee**Web Site** [www.rocksarlgames.com](http://www.rocksarlgames.com)

To say that Oni is something of a disappointment would be a spectacular understatement. After what seems like years of ant coat on, it's finally here—and it really isn't anything special. If released for PS one it might have wallowed adequately in a quagmire of mediocrity, but as a PS2 game it's pretty shameful. In the drought of new PS2 games recently, though, it seems that many of you were starving for a 3D action game and went ahead and bought the thing anyway. I guess by the time you read this you'll be able to pick up a copy pretty cheap as it will no doubt be fairly prominent in the used games store section of just about any games store.

Why am I being harsh on it? Well

it's certainly not for lack of originality when it comes to the story. I actually find the concept compelling. As the tale unfolded I did actually want to know what was up with Konoko. Unfortunately though, plodding through the spectacularly average gameplay made the whole thing something of a chore. In truth I don't think I've seen many games that are more derivative than Oni. The game-play mechanics are nothing out of the ordinary, the combat system little more than a variation on Fighting Force, and the "puzzles" no more than "find the switch" fare. As the game progresses it gets exponentially less interesting.

I notice in the chat rooms online that some people took exception to some of the bosses. While I didn't find them enormously challenging, they did prove to be quite fabulously boring and drawn-out. Just how many times do you have to repeat the same action?! On one boss you have to do basically the same thing 12 times before you knock him out.

I have said that I was expecting more from the presentation too. For all the faux-anime posturing and coolness that Rockstar has been portraying, the game itself is just another polygonal yawntest with nothing particularly unique going for it. The cutscenes are nice, but so what? Where's the sassy Konoko from the ads?

I could go on with a list of complaints, but I don't particularly want to "tear it a new one," so to speak. Just do yourself a favor and avoid it.

**Final Score** **John Davison**

**E** **Players:** 1-2  
**Memory Card:** 124 KB





# Star Wars: Starfighter

The first truly great Star Wars game for PlayStation

Publisher LucasArts

Developer LucasArts

Web Site [www.lucasarts.com](http://www.lucasarts.com)

By now you've probably clocked the score at the end of this review and will probabey be wondering why I've not given a full-blown five out of five. I will, I'm sure, over the course of the next few hundred words, liberally distribute a large number of superlatives throughout the text. Let's get started right away and get some of them out of the way, then. Ready? **Fabulous, gorgeous, beautiful, wonderful, spectacular, epic, stunning, awe-inspiring, amazing, brilliant.** I think that'll do for now. Now, before I continue, I'd like to draw your attention to the screenshots in the top-right of the page. See all the Trade Federation dropships and stuff? All that's going on *inside* a droid control ship... something that you get to *fly into* on the final level. The game doesn't stop and load in a whole new level; no, no. One minute you're flying around outside happily shooting at stuff,

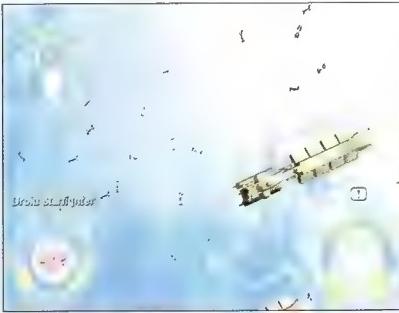
the next you're inside the droid ship chasing after a bad guy and avoiding fire from turrets, droids, tanks, fighters and all manner of other nastiness. It's a tough level, and I must've played through it 20 times before beating it... but I was utterly gobsmacked each and every time. **This is what the PS2 is all**

**about.** If you've been disappointed with many of the games available so far, this is one of the first truly "next-generation" (to use that horribly over-used term) games. You just don't get this kind of stuff on other systems, and I love it.

So, um, why the four and a half score? Well, for all of the specta-

cle, pomp and drama, the game's a bit on the short side. To play through the entire story you whiz through 14 levels of varying styles and along the way control three different kinds of ship. That may sound like a decent enough spread, but it's actually possible to finish many of them in under 10 minutes. If you get lucky on your first run-through, it's actually possible to clear your way through to the end of the game in just a few hours. Yeah, sure, there are three difficulty levels and yes, there are a number of "bonus" objectives that offer plenty of challenge, but **plowing through the basic story can be a bit on the quick side.** Shame. Not the end of the world, but I'd like to have seen a bit more.

Brevity aside, though, the game is wonderful. The presentation, as you can probably tell by now, is absolutely astounding. What you can't really grasp from the screenshots is the sense of scale. This game feels "big" at all times, and you always feel like a tiny part of something much bigger that's going on. The battles are astoundingly good. Check out the screenshot over there on the left... that's a lot of ships, right? Believe me, nothing prepares you for the overwhelming feeling that this particular battle presents you with. You'll be grinning like a goon the whole time.



## You Really Do Want To Finish This Game

It's not very often that a game ending is really worth all of the effort. Usually the rewards are nothing more than a cute little cutscene followed by some rolling credits. Occasionally you get some extra goodies, but it's rare that this stuff is more than a novelty. Starfighter is something else, though. Throughout the game it rewards diligence, but at the end you get a genuinely pleasant surprise. Trust me, this extra mode makes all that effort really worthwhile.

Controls are pretty damn super too, in fact the **whole thing feels just right.** Long-time Star Wars game fans will be pleased to hear favorable comparisons with the X-Wing PC series. It's great to see something make proper use of the Dual Shock 2, too.

**Final Score:**

John Davison

**Players: 1**  
**Memory Card: 107 KB**



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### Ring of Red

**Publisher** Konami  
**Developer** KCE Japan  
**Web Site** [www.konami.com](http://www.konami.com)

Within an hour of booting up Ring of Red, you're going to be foored by the graphics, the complexity, the innovative back story and all the strategy goodness. The problem is, within another 6-10 hours all these things might start getting *really old*.

Note I said "might"—Ring of Red is an undeniably above-average product. The game is exceptionally well-balanced, as all the best strategy games are. As you sit at the controls of your gorgeously rendered, diesel-powered mech, you'll be faced with a huge array of choices that can spell the difference between life and death.

Each mech, for example, has a specific range at which its attacks are most accurate. So much of the pat-

ties may be spent maneuvering into the ideal position to offer the quickest lock-on. Furthermore, it takes time to aim correctly, time that has to be balanced against the chance of your enemy attacking while you're setting up, thus spoiling your aim. And you may have to contend with enemy infantry wielding Smoke Shots designed to drastically reduce your accuracy, or Wires that will trap your mech in place.

Of course, you have your own infantry to command as well, but you'll need to decide in advance which units to bring. Do you want to attack your enemy mech? Or aim for its infantry? Or simply defend and support your own mech? The combinations are manifold.

That's all good. The problem is that each of these decisions has a brief cinema attached to it, and it's only minor variations you're bemoaning the lack of a skip option by the fifth or sixth hour. And what's more, this is a seriously extensive game. Within all the cinemas, the 60-second time limit per encounter can be extended to over five minutes—meaning full-scale battles can last as long as one, two or even four hours. This is *not* something that the casual gamer will want to spend an afternoon on. We're talking serious time investment here.

But if strategy games are your thing—if you put the time into F.F. Tactics, for example, or Front Mission 3—then Ring of Red, without question, for you. Just remember, war is hell. Be prepared for a long fight.

**Final Score** **Joe Rybicki**



**Players:** 1  
**Memory Card:** 80 KB



# Onimusha: Warlords

**More than just Resident Samurai**

**Publisher** Capcom  
**Developer** Capcom  
**Web Site** [www.capcom.com](http://www.capcom.com)

Onimusha: Warlords took a lot of flack early on. "It's just Resident Evil with a sword," cried some. "Why use prerendered backgrounds on the PS2?" complained others. To a certain degree, the naysayers had a point. After all, Onimusha does indeed follow the style of the RE series—it's controls, its puzzles, etc.—and it does stand to reason that prerendered backgrounds are more of a PS one thing. But ult-

mately, Onimusha should quiet most criticisms, as it simply does more with the RE formula than we've ever seen before.

This is

apparent from the very beginning, as Onimusha kicks off with an amazing introductory CG cinema. But unlike any other such sequence ever found in any other video game, this one is good enough to win CG's prestigious SIGGRAPH Best of Show award—which it did last July, besting competition from movies like *Fight Club*, *Mission to Mars* and *The Matrix*. For this opening, Capcom enlisted the development team links, which became the first such group to motion-capture six actors at once, making for an exciting battle of samurais on a *Braewheart* scale. This sequence alone is worth renting Onimusha, at the very least.

But, oh yeah—there's a game there, too. As you find out through the opening cinema, the Redfield/Vaentine of Onimusha is a samura-

What better way to sum up Onimusha than in classic medieval Japanese style—the haiku? So, if you're too lazy to read the review:

Kurosawa meets Resident Evil in this great adventure game.

Send your review haikus to us at [opm@ziffdavis.com](mailto:opm@ziffdavis.com).





named Samanosuke. But in the spirit of making Onimusha "more," of Sammy isn't just some guy an artist drew up. Rather, he's modeled directly after Japanese actor Takeshi Kaneshiro, who underwent extensive motion-capture so that he actually appears to be playing the character—which, at 10,000 polygons, he very nearly does.

Your overall quest is to free the Princess Yuki from the demonic forces of the Dark Realm—which has also struck a deal with legendary Japanese general Oda Nobunaga. The scenario opens the door for a whole slew of creative-looking (if silly at times) enemies there for your hacking-and-slashing delight, with a bit of Japanese history thrown in, too.

And oh, how much fun that hacking and slashing can be! By collecting three orbs and placing them within your mystical gauntlet, the element of magic introduces itself to the RE formula, as you let those hellspawns have it with your thunder, fire and wind attacks—they're the type of assaults that make you give an emphatic "oh yes!" the first time you see them.

A touch of Soul Reaver comes into play, as well, with your gauntlet's ability to swallow the souls of defeated enemies, which in turn supplies you with mana, extra health and the ability to power up your weapons. You can find other weapons in treasure boxes, many of which are protected by some truly great puzzles.

But what about those dreaded prerendered graphics? Well, is looking fantastic good enough for you? While some of the interior scenes don't especially take your breath away, other screens will

definitely wow you—it's as if you're controlling Sammy with a work of art behind him. I was particularly impressed with some of the water effects, especially the waterfall seen in the large screenshot to the left. As you might expect, though, prerendered backdrops often equate to off-screen enemies who can attack you without you knowing they're there, even if they stand in the character's line of sight.

And that's not the only fault of Onimusha, unfortunately. For one thing, the story by Flagship [RE2] fails in its cliché premise and plentiful loose ends. At one point, for example, an evil Samanosuke encounters a female ninja, Kaeo (whom you also play as to a lesser extent). Eventually, it's Sam versus Sam and there, well, we never find out the whole deal behind the evil clone. No explanation whatsoever! I know Onimusha 2 is already in the ingredients of a truly exceptional thriller. But ingredients, in them selves, aren't enough.

You might get annoyed when you have to view the same cutscenes over and over again since you can't cut out of them. Or, the five hours it takes you to beat the game might not quite justify the \$50 you slapped down for it.

Still, Onimusha gives you a great ride that's just as fun to play through the second time (especially with your hilarious new panda costume—yes, you read that correctly). The bottom line is that Capcom spent more money creating Onimusha than any other game in company history, and it shows.

It's a definite must-play Final Score **●●●●**  
Chris Baker

**M** Players: 1  
Memory Card: 396 KB



## Shadow of Destiny

**Publisher** Konami  
**Developer** KCE Japan  
**Web Site** [www.konami.com](http://www.konami.com)

A murder mystery: by itself an under-used genre everywhere but on the PC (and even there it's lacking). But add to this the fact that the investigator is actually the victim of the murder in question, and things get a lot more interesting. Time travel ties it all together, weaving the mystery with bits of a budding love story and elements of the supernatural (most especially a questionable ally who may or may not be the Prince of Darkness, Lucifer, Old Nick, Satan himself). Shadow of Destiny has all the ingredients of a truly exceptional thriller. But ingredients, in them selves, aren't enough.

How Konami allowed such a spectacular story fall into the hands of such spectacularly awful writers is perhaps the greatest mystery. I'm talking dialogue here: it's terrible, strictly B-movie (though you won't find any "master of unlocking" zingers). I imagine that part of the problem arose in the translation from Japanese; I just wish publishers would recognize the importance of hiring quality translators—or at least, quality editors to whip the raw translated text into something beyond soap-opera fare.

But what's worse is the voice acting. Now, not all of it is terrible, just most of it. That's because the voice of Elke, the main character, is pathetically unsuited for so serious a game. Picture Greg Brady [as in, *Bunch*] doing a stint in Silent Hill and you'll have an idea of the jarringly wrongness of the voice work. I kept waiting for "Golly, I must be dead again. Gee whillikers, Phooey."

And that's sad, because with the great graphics, great music and great story, this could have been a truly great game. Adequate for, dare I hope, above-average? If voice work and writing would have easily made up for the disappointing completion time and lead-you-by-the-nose goal progression.

Still, there are enough hidden and extraneous story elements to justify a replay or two, and the plot does offer a number of alternate developments depending on your actions. So it's certainly worth a look. I just frustrated that it's not as excellent as it could have—make that should have been. Maybe next time.

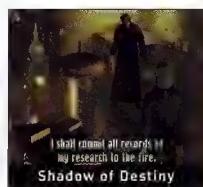
Final Score **●●●●**

Joe Rybicki

**T** Players: 1  
Memory Card: 107 KB



Shadow of Destiny



Shadow of Destiny



Winback



Winback

## Winback

**Publisher** Koei  
**Developer** Omega Force  
**Web Site** [www.koeigames.com](http://www.koeigames.com)

Originally made for the Nintendo 64, Winback has now been given a PS2 upgrade with better graphics, new multiplayer modes and minor camera enhancements. And while it still suffers from some key gameplay issues, Winback is the perfect warm-up for those aching to get their hands on MGS 2.

What makes Winback so darn cool is its unique gameplay. You constantly have to duck behind walls in order to avoid enemy fire and then trade shots with the terrorists aiming at you. At times, the game can offer an amazing adrenaline rush—I found it more realistic and action-packed than Metal Gear Solid. Also, Winback just has a cool style to it—the art is fresh and the music has a neat high-tech sound to it.

But now I have to point out some of Winback's problems. The worst of which is that it can often be hard to lock onto enemies, often missing up a major gunfight. Also, unfortunately, the camera still has some issues. Another problem I had was with the enemy AI—all too often the baddies would just stand there like goons, even after you'd shot them. And I should mention that the game makes you die a lot, so you need to have patience in order to make it through some of the tougher areas.

Still, none of its faults keep Winback from being a great PS2 action game. Check it out!

Final Score **●●●●**

Sam Kennedy

**T** Players: 1-2  
Memory Card: 115 KB



Bowling



Bowling

**Bowling****Publisher** Agtec**Developer** D3 Publisher**Web Site** [www.agtec.com](http://www.agtec.com)

A few years ago, a bunch of us knocked off early one Friday to spend the afternoon bowling at the Port Authority lanes (different job, different city). I spent the entire time until late in the evening in the bar sucking down cold brews and snacking on fried fish (hey, it was a free buffet!). And I had a great time, as my office mates marched in and out of that seedy watering hole, chatting with me about all kinds of things in between their turns on the lanes.

Other than a rash of sixth-grade birthday parties, that was one of the only times I've ever been bowling.

Look, you're either a bowling fan or you're not. Obviously I'm not. I refuse to put on those stinky rental shoes. I don't care for the atmosphere. The whole game just seems dopy to me.

And yet I had a decent enough time on the virtual lanes in Bowling. Maybe it's the simplicity of the game one lane, extremely few variables, straightforward mechanics—just pick-up-and play fun. In fact, the **whole thing seems more like an elaborate minigame** than a full-on game (whadya expect for \$10?). And while the ball and pin physics are a bit questionable, for the most part the action plays out like it should.

It's not impressive enough to turn me into a bowling fan—but if I were, I might consider picking this one up for some simple fun.

**Final Score** ●●**Gary Steinman****Players: 1-4**  
**Memory Card: 1 block**

Darkstone

**Darkstone****Publisher** Take 2 Interactive  
**Developer** Delphine Software**Web Site** [take2games.com/gotgame](http://take2games.com/gotgame)

It doesn't take a genius to figure out that **Darkstone owes its very existence to the success of Diablo**. Some might even go so far as to call it that dreaded word "clone." After all, your adventure begins in a town inhabited by a blacksmith, a person who can identify found magical items, a couple of townspersons to tell you what's going on...you get the idea. As one of your four types of warriors (male and female versions do exist for each), totaling eight! hacks and slashes his or her way through dungeon after dungeon, you encounter all sorts of mythical beasts like Trolls, Wyverns, Spectres and more. As enemies leave behind weapons, armor and gold, you eventually might have to leave some behind to lighten your load. Amulets and rings can up key stats like magic, strength, dexterity and vitality—which you can also build up in any way you choose whenever you advance an experience level. Seen this before?

A few handy gameplay features do manage to free Darkstone from pure Diablo clonedom, though. The camera angles, for one thing, almost completely rely upon your control. At first this proves a bit daunting, but, after a while, zooming and controlling direction with the analog sticks become second nature. Also a nice touch: Once you reach a key area on a map, you have the ability to warp there later; as you might imagine, this often comes in handy. **Each adventurer's 30-plus-hour game is completely different**, as well, right down to newly laid-out maps and unique subquests. And finally, I'd go so far as to say that Darkstone's

story, mostly made up of these subquests, even bests that of Diablo—not that that's hard to do or anything.

Unfortunately, some things about Darkstone quickly remind you that you're playing a \$10 game. Most notably, the **graphics lack detail** and load times allow for the occasional, potty break. The otherwise enjoyable music becomes a nuisance, as well, by stopping whenever you access a menu. Forgiveable, but annoying.

Still, all aesthetic faults and Diablo copycat-edness aside, Darkstone is an extremely welcome addition to the PS one library. With its great depth and replayability, you can't beat a value like this.

**Final Score** ●●●●**Chris Baker****T**  
**Players: 1**  
**Memory Card: 6 blocks**

Darkstone



Darkstone



# Fear Effect 2: Retro Helix

Finally, a game for gaming elders

**Publisher** Edios**Developer** Kronos**Web Site** [www.edios.com](http://www.edios.com)

Anytime someone says the word *lesbian*, curious ears have a hard time tuning out. It's human nature to be compelled by things exotic, and that shock value/exoticism should lead many querying gamers to the fantastic *Fear Effect 2*. But the wild nature of two desirable women exchanging oral delights in an elevator isn't the only reason to grab a copy of *Retro Helix*. There's an amazing game happening within the oceans of desirous innuendo.

I'm certain that unpleasant publicity will try to steer gamers away from the debauchery insinuated in *FE2*, but I don't expect it to work. It never does. All that happens is that the created buzz will lead even more gamers to take a crack at *FE2*, which is great. At last, the evolution of games into entertainment for adults has begun.

The thing I fancied most about the cinematically transfixing sequel to last year's sleeper adventure game was the maturity that pervaded almost every scene. The **foul language, the interaction between characters, the mistrust and the seriousness**, all gathered together to make me feel like I was a part of

something real. Games on PlayStation don't need to imitate *Sesame Street* on PBS, and they shouldn't. So I, who isn't particularly interested in the violence in most games, was pleasantly surprised to find like *Lock, Stock & Two Smoking Barrels* had come to my PS one, with all the backstabbing, violence, surprise and attitude.

Maybe that's what makes me love this game. It felt like an independent film. The storyline wasn't formulaic, so it avoided stupid Hollywood-isms, and the main characters were tough women, and the turns the plot took were as captivating



as they were surprising. The character switching that made the first *FE* a delight was in full force here. If someone gets knocked unconscious you're sped to the view point of another character, with a vague worry rising up about what's



going on in the other character's world. You end up feeling invested in the characters whether you like it or not. It's quite an accomplishment.

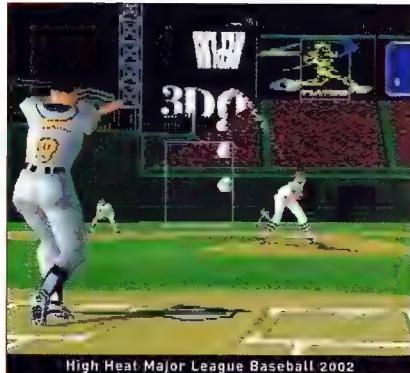
One concern with the story was the unravelling that occurs late in the game. The way the first FE unwound into hell, FE2 loses focus when diving into a mythical/fantasy world of consequence. The ultimate idea is that you must pay for the decisions you make, that nothing is free, and little is what it seems. But that moral to the story was weakened since I was floating on a big silver cloud during the climax.

Of course, regardless of the quality of the story, the FE franchise is still driven by the **flashy, dynamic, not-enough-adjectives-do-em-justice environments**. They are so crisp and imaginative you'll keep playing on and on, suffering through grisly and horrible deaths (and you'll die plenty, trust me), just to see what the artists have in store. At one point you'll find yourself on a blood-covered floor, squishing around; another time you'll be coasting through a posh party scene decked out in an evening gown.

I should mention the puzzles.

### Retro Helix: Flash Forward

Although Fear Effect 2: Retro Helix is a prequel, it never really makes such concessions. FE2 doesn't seem to adhere, in any way, to its predecessor. Instead, it just seems that there are returning characters. After all, Deke suddenly turns into a big nasty monster. But he's a pretty normal dude (besides the pro-murder demential, and Hana doesn't age a bit. But Glas wasn't always gilded with the conservative 'do—though his M-16/Tom Cruise days are long gone.



**High Heat Major League Baseball 2002**

After all, they're **deep, smart and involving** in a way that will furrow your brow instead of making you see red with stupid anger. Most puzzles in adventure games range from the frivolously banal to the deviously difficult with no way in or out. But FE2 demands that you pay attention to your surroundings, the other characters, and little intricacies spread around each level. A perfect example: At one point you need a code to enter a room. To discover the code you end up in the security video room, watching the view from a hidden camera focused on the keypad. It's cool, and it's part of the game, which makes the discovery all the sweeter.

My advice: Buy this game. It's fresh with unique graphics and the story is anything but antiseptic. I don't, on the other hand, recommend it for the kids. It's graphic, mature and over-the-top. And it's not just the leshamism that makes it this way.

Final Score **● ● ● ●**

Todd Zuniga

**MATURE**  
Players: 1  
Memory Card: 1 block

### High Heat Major League Baseball 2002

Publisher 3DO

Developer 3DO

Web Site [www.3do.com](http://www.3do.com)

Understand that baseball is the perfect sport for debate. Is a big home-run hitter really valuable if he strikes out 180 times? Are stolen bases worth the risk? Should a dominating pitcher ever win the MVP award? Will Alex Rodriguez's \$25-million-per-year contract ruin America's pastime? These are all wonderfully energetic questions to mull while playing moundball with a crew of friends, a ketchup-lathered Kosher's Best in hand.

I'm telling you all the above because I'm caught in the throes of a dilemma. I can't stop playing High Heat 2002, because I love it. Yet, I must warn a certain kind of gamer away from it. Let me explain:

HH2002 is the best baseball game, with the stress on baseball. For some baseball gamers, that's where the stress should be. It features all the boredom of taking a couple of pitches, struggling through prolonged slumps, and going hitless against ace pitchers. Keep in mind that a successful hitter in the bigs hits .300. That's three hits in 10 at-bats. Where most PS one baseball games don't want to lose the attention of their players, allowing any batter to hit home runs at a Ruthian (as in Babe) pace, HH2002 demands that you actually play baseball. That doesn't mean the games last any longer than the competition (30 minutes, usually), but it demands the precision and attention of the real thing.

There are flaws, though, which is why a dilemma rears its troubled head. The graphics, though a vast improvement over last season, are

still poor. Runners still try to break up double plays by occasionally sliding headfirst. The pitching rubber is huge, the players' feet are tiny. Their faces look like the skin is gruesomely stretched, and the flags in the outfield always show the wind blowing from right to left even when it isn't. When trading, it's only one-for-one, which is ridiculous. The cutter man is overused.

But, but, but, it's still the **best baseball game on PS one**. The CPU takes extra bases, stats are realistic, home runs aren't too prevalent, and making a bad pitch really hurts.

This is baseball. So if that's what you're into (like I am), buy it.

Final Score **● ● ● ●**

Todd Zuniga

**E**  
Players: 1-2  
Memory Card: 8 blocks

### Metal Slug X

Publisher Agetec

Developer SNK

Web Site [www.agetec.com](http://www.agetec.com)

Fans of arcade-style shoot-'em-ups have no reason not to pick up this game. It's a blast from start to finish. Those unfamiliar with the Metal Slug series made popular on the NeoGeo platform, think Contra (well, the 2D installments of Contra). Except with lots more animation, lots more humor, and vehicles that you can command. Essentially a remix of Metal Slug 2 for the NeoGeo, MSX is just the type of game that the PS one needs in its roster.

I'd especially say so because it's not often you see really nice 2D graphics on the PS one. MSX's are some of the finest on the platform, with good amounts of animation and massive sprites all over the place.



**Metal Slug X**



**Metal Slug X**

The best part is that there's very little slowdown, which was something that hampered previous console ports of the Metal Slug games (SNK toned down some of the art and animation for MSX, but it's hardly noticeable). It's particularly impressive when there are massive bows on the screen, throwing massive amounts of fire power your way. The PS one handles it all just fine.

And it's not that often that you can find good old-school gameplay on the PS one either. There are just hordes of bad guys—ranging from helicopter pilots to mummies—to take out and lots of vehicles and weapon power-ups to pick up. MSX is very arcade-like in that you're required to continue a lot. The game gives you unlimited continues, which might turn off some people, but those looking for good arcade action should welcome it. Also, two players can go at it simultaneously (a must for a game like this). Unfortunately, lots of people will get turned off by the fact that the game can be beaten in under an hour. Come on people!

Metal Slug X also features some extra goodies such as an art gallery and lots of training missions, making the package that much sweeter. Even fans of the original Metal Slug 2 ought to check this one out. I'd say that if you're a hardcore gamer and wouldn't mind adding another 2D action-shooter to your collection, this would be worth buying. However, for most people, this game—even though it rocks—is probably best served as a rental.

Final Score **● ● ● ●**

Sam Kennedy

**T**  
Players: 1-2  
Memory Card: 1 Block



NBA Hoopz



Puzzle Star Sweep



Racing



Shooter



Snowboarding



NBA Hoopz



Puzzle Star Sweep



Racing



Shooter



Snowboarding

## NBA Hoopz

Publisher Midway

Developer Midway

Web Site [www.midway.com](http://www.midway.com)

Make no mistake, NBA Hoopz is Showtime, only this time there are more players clapping up the court. Maybe that's why I'm so disinterested in Midway's three-on-three effort. Or maybe I'm sick and tired of all the NBA crybabies/superstars who think they're bigger than the game. It's hard to be "into" basketball when the game's biggest stars do their best to sit out the fan-favorite all-star game.

Regardless, my biggest problem with Hoopz is that there's no innovation beyond the addition of an extra body on each team. It's still the push-and-shove, fast-paced basketball that appeared on Showtime. That's not all bad, mind you, but I'd just like to see something more.

I guess the above could all be considered factors to my not being excited about the game, but ultimately, it's just really mediocre. The graphics are fine, the gameplay is OK. It's fun if you like arcade basketball; it's fun if you like fast-paced sports games. It's too easy to get to the hoop for a dunk, but the CPU will make sure the game ends up close at the end, which always makes for fantastic, desperation three-point bombs at the finish.

Probably the number-one reason to buy Hoopz is that up to six players can play together if you have a Multipl. After all, it's a perfect example of a no-nonsense, pick-up-and-play party game.

Final Score **● ● ●**

Todd Zuniga

 Players: 1-6  
Memory Card: 1 block

## Puzzle Star Sweep

Publisher AgeteC

Developer Success

Web Site [www.ageteC.com](http://www.ageteC.com)

Cheap, cheap, cheap, CHEAP!

I couldn't help muttering these words as I muddled through the Story mode of Puzzle Star Sweep. No, I wasn't referring to the \$10 price. Nor was I thinking of the outdated 16-bit graphics. I wasn't even grousing about the hilarious "translation" [sample dialogue] "You are the one who made that funny robot!" "Funny robot! I am going to get you! Ready?!" No, I was peeved as all getout at the cheapo opponent AI, which was turning combos and dropping garbage blocks on me at an inhuman rate. It just wasn't fun.

But after countless frustrating attempts, I made it through and moved on to the other one-player modes. Oh, a bit better—**mildly amusing**, yet not nearly as addictive as a puzzler should be. And that combo system is way too awkward for my tastes. You get what you pay for, I thought as I corralled a co-worker to try the two-player action.

Skip forward a few hours (and dozens of head-to-head matches), and it's a whole different story. **What didn't work as a solo game really comes to life with a second player.** The combo system is much more serviceable, the matches fast and furious, the action addictive enough to keep me coming back for more.

For 10 bucks Star Sweep is a worthy purchase—but only if you have a fellow gamer to square off against.

Final Score **● ● ●**

Gary Steinman

 Players: 1-2  
Memory Card: 1 block

## Racing

Publisher AgeteC

Developer D3 Publisher

Web Site [www.ageteC.com](http://www.ageteC.com)

At long last, someone has designed a game aimed squarely at the crucial demographic of coma patients, cave dwellers, and others who have neither driven in a car, nor ridden in one, nor seen one accurately portrayed in films or on television, nor had one described in such a way as to confer any level of fundamental understanding. Finally, those of you who haven't played or seen a video game within the last six or seven years have a racer of your very own!

As a member of AgeteC's budget "A" line of games, Racer was bound to be a bit, er, subpar. But it really is quite astounding that they managed to release such an awful game. C.Bake may have put it best: "It'd be a great-looking Sega CD game!"

But the kicker is that it **doesn't just look terrible; it plays even worse.** The controls make it seem as though you're turning the back wheels of your car, for example. Braking and turning are thus spotty, shoddy affairs. And the two—you read right, two—courses are, ah, overwhelming. Oh, and dig the sharp series of cracks you hear every time you come in contact with another car. Was I just shot?

Normally a cheap game will get an extra half a disc, at least, simply for not hurting your wallet as much as it hurts your eyes. Not so with Racer. **Even at 10 bucks, this game is an atrocity.** Avoid at all cost.

Final Score **●**

Joe Rybicki

 Players: 1-2  
Memory Card: 1 block

## Shooter: Starfighter Sanvein

Publisher AgeteC

Developer Success

Web Site [www.ageteC.com](http://www.ageteC.com)

As a big fan of shooters, I was actually pretty excited to see what the first \$10 one space shooting game would be like. And while I must admit that I was immediately disappointed by Sanvein's complete lack of diversity, there were enough decent aspects to keep me interested, at least for a little while.

And while Sanvein doesn't exactly look like a crappy \$10 game [the graphics aren't half-bad, with some cool backgrounds and light effects], the actually gameplay gives it away immediately. The game allows you to select rooms to enter on a board. Some of these are filled with enemies, and the others feature bosses. The only problem is that all of the rooms you enter are **basically the same thing over and over.** Seriously. You enter, shoot a couple of chunky spacescraffets, then exit. Then it's on to the next room, which looks exactly like the previous one. You shoot the same exact ships over again. Weak!

Also weak is AgeteC's localization. With such phrases as "remain of time recover" and "clear the stage of boss-floor" constantly popping up, I wonder if they even bothered to change anything for the U.S. version. Or cared to.

Still, some elements, like the fact that you must keep a close watch on your time in the game, keep it interesting. \$10 interesting, that is.

Final Score **● ●**

Sam Kennedy

 Players: 1-2  
Memory Card: 1 block

## Snowboarding

Publisher AgeteC

Developer D3 Publisher

Web Site [www.ageteC.com](http://www.ageteC.com)

The problem with \$10 games, as I see it anyway, is that you can usually find a better game for around the same price by browsing the used and bargain bins at your local software retailer [and hey, why not check out last month's Used Games featurette for even more details?].

Snowboarding is a good example. While the game may be adequate for \$10, it can't hold a candle to any of the cool Boarders games, most of which are Greatest Hits--meaning they run for around \$10-\$15 used. If you're willing to do a bit of research, it just doesn't make sense to put your money into Snowboarding just because it's newer.

If only the game had a bit more to it, it would be easily worth a purchase. As it is, it's just not interesting enough to warrant an unqualified recommendation. While there are 27 tracks listed, for example, the majority of each of these is shared with others; in reality there's only one course, it just has three sets of three different branches which, when mixed and matched, offer 27 different variations. Sorta cheap, if you ask me, but then again, it's not the price.

The trick engine is also staggeringly uninteresting, with preset jump points and automated trick execution such that I only managed to wipe out once in the entire time I played the game. It's mildly diverting, but not really worth the investment.

Final Score **● ●**

Joe Rybicki

 Players: 1-2  
Memory Card: 1 block

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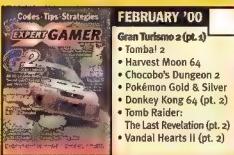
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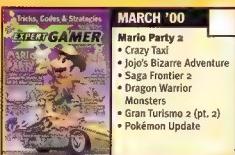
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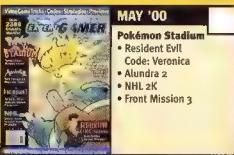
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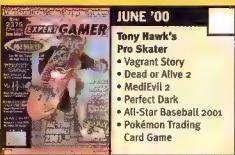
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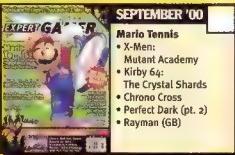
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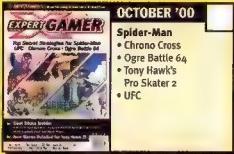
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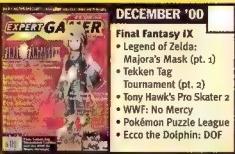
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## PS2 Review Archive

Game names in **bold** indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

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Monster Rancher Battle Card: Episode II	Tecmo	****	36	Pandemonium 2	Midway	****	3	Sted Storres	Infogrames	****	28	Toonie Hawk's Pro Skater 2	Activation	****	38				
Monster Rancher Hap-A-Bout	Tecmo	****	41	PanPapa the Rapper	Sony CEA	****	2	Star Cross	Empire Int.	****	28	Toonie Hawk's Pro Skater 2	Activation	****	38				
Monster Seed	Activision	****	1	PanPapa the Rapper	Square EA	****	12	Star Cross Championship Racing	Infogrames	****	28	Toonie Hawk's Pro Skater 2	Activation	****	38				
Mort the Chicken	Crave	****	41	Parrot's Eternal Punishment	Square EA	****	37	Star of the Samurai	Acclaim	****	27	Toonie Hawk's Pro Skater 2	Activation	****	38				
Mortal Kombat: Special Forces	Midway	****	36	Peter Jacobsen's Golden Tee Golf	Infogrames	****	41	South Park	Acclaim	****	27	Toonie Hawk's Pro Skater 2	Activation	****	38				
Mortal Kombat	Midway	****	21	PGA Tour '98	EA Sports	****	3	South Park Rally	Acclaim	****	27	Toonie Hawk's Pro Skater 2	Activation	****	38				
Moto Racer	Electronic Arts	****	33	Pitfall 3	Activision	****	15	South Park Rally	Acclaim	****	27	Toonie Hawk's Pro Skater 2	Activation	****	38				
Moto Racer 2	Electronic Arts	****	14	Play With The Teletubbies	Knowledge Ad.	****	36	Space Invaders	Agelec	****	27	Toonie Hawk's Pro Skater 2	Activation	****	38				
Moto Racer World Tour	Infogrames	****	40	Pocket Fighter	Capcom	****	11	Spec Ops: The Eternal Conflict	Sony CEA	****	1	Toonie Hawk's Pro Skater 2	Activation	****	38				
MotorStorm	Fox Interactive	****	14	Poink Blank	Nanco	****	6	Spec Ops: The Eternal Conflict	Take 2 Int.	****	1	Toonie Hawk's Pro Skater 2	Activation	****	38				
Mr. Domino	Activision	****	1	Poink Blank	Nanco	****	6	Speed Punks	Capcom	****	1	Toonie Hawk's Pro Skater 2	Activation	****	38				
Mr. Driller	Namco	****	33	Poink Blank	ValuSoft	****	20	Speed Racer	Jaleco	****	8	Toonie Hawk's Pro Skater 2	Activation	****	38				
Mrs. Pac-Man Maze Madness	Namco	****	38	Poink Blank II	ValuSoft	****	20	Speedster 2100	Jaleco	****	8	Toonie Hawk's Pro Skater 2	Activation	****	38				
MTV Music Generation	Codemasters	****	28	Pokey Racer	Activision	****	15	Spider-Man	Empire	****	15	Toonie Hawk's Pro Skater 2	Activation	****	38				
MTV Sports: Pure Ride	THQ	****	39	Populous: The Beginning	Electronic Arts	****	21	Spin Jam	Take 2 Int.	****	18	Toonie Hawk's Pro Skater 2	Activation	****	38				
MTV Sports: Pure Ride	THQ	****	39	Populus: The Beginning	Sony CEA	****	1	Star Wars: Empire at War	LucasArts	****	33	Toonie Hawk's Pro Skater 2	Activation	****	38				
Mystic Football	Sierra On-Line	****	1	Power Rangers	Infogrames	****	1	Star Wars: Empire at War	Take 2 Int.	****	18	Toonie Hawk's Pro Skater 2	Activation	****	38				
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Mystic Football '99	Sierra On-Line	****	1	Power Rangers	Infogrames	****	1	Star Wars: Empire at War	Take 2 Int.	****	18	Toonie Hawk's Pro Skater 2	Activation	****	38				
Mystic Football '99	Sierra On-Line	****	1	Power Rangers	Infogrames	****	1	Star Wars: Empire at War	Take 2 Int.	****	18	Toonie Hawk's Pro Skater 2	Activation	****	38				
Mystic Football '99	Sierra On-Line	****	1	Power Rangers	Infogrames	****	1	Star Wars: Empire at War	Take 2 Int.	****	18	Toonie Hawk's Pro Skater 2	Activation	****	38				
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Mystic Football '99	Sierra On-Line	****	1	Power Rangers	Infogrames	****	1	Star Wars: Empire at War	Take 2 Int.	****	18	Toonie Hawk's Pro Skater 2	Activation	****	38				
Mystic Football '99	Sierra On-Line	****	1	Power Rangers	Infogrames	****	1	Star Wars: Empire at War	Take 2 Int.	****	18	Toonie Hawk's Pro Skater 2	Activation	****	38				
Mystic Football '99	Sierra On-Line	****	1	Power Rangers	Infogrames	****	1	Star Wars: Empire at War	Take 2 Int.	****	18	Toonie Hawk's Pro Skater 2	Activation	****	38				
Mystic Football '99	Sierra On-Line	****	1	Power Rangers	Infogrames	****	1	Star Wars: Empire at War	Take 2 Int.	****	18	Toonie Hawk's Pro Skater 2	Activation	****	38				
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**Top Secret Agents**

Andy Baran, Chris Johnston,  
Terry Minnich, Todd Zuniga

Send us a friggin' e-mail with a trick inside, or we'll never put your name in our magazine! Ahem, yes, well, title it *Tricks Forum* and send it to [OPM@ziffdavis.com](mailto:OPM@ziffdavis.com). Thanks.

**AWARDS TRICKS****PS2 Game of the Year****Tony Hawk's Pro Skater 2****Jet Pack Mode**

To unlock this, enter this code at the main menu Hold L1 and enter: Up, Up, Up, Up, X, Square, Up, Up, Up, X, Square, Up, Up, Up, Up

If you entered it correctly the dial should rotate once. Once in the game you can press X to gain altitude, and float back down by pressing it

While you olle or launch into air press and hold the triangle button to hover

Here are the flight controls

X button = Toggle jet blast on or off

Triangle button = Hover

L1 = strafe left

R1 = strafe right

L2 = rotate left

R2 = rotate right

**PS2 Game of the Year****SSX****Unlock Everything**

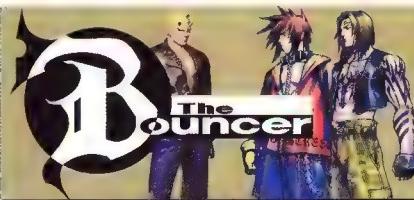
Access the options menu, and hold all four shoulder buttons (L1, L2, R1, R2) and enter in the following code

DOWN, LEFT, UP, RIGHT, X, CIRCLE, TRIANGLE,

SQUARE

Every Track, Outfit, Board and Character will be unlocked.

(The Awards Tricks are continued on pg. 115)

**Walk-Through****Battle #1: The Bar "Fate"**

# of Enemies: 5 MSF Agents

This is your introductory fight. Get used to the play mechanics and earn yourself some experience. It doesn't really matter if you win this fight or not—it's one of the few that you can actually lose without the game ending. Get a feel for what chains work best for the Bouncer you have chosen.

**Battle #4: Train Depot**

# of Enemies: 5 Security Guards

More security guards crawl out of the woodwork to put the kibosh on your plans to rescue Dominique. Before you can sneak aboard the train, you'll need to take these guys down. Since you are being attacked by so many weak enemies, chaining their deaths for experience becomes easy.

**Battle #6: On the Train**

# of Enemies: 2 Security Guards and Echidna

Echidna hops around, so landing any hits on her will be difficult. Block the flurry of blows aimed at you and wait for an opening to strike—try to get behind her while she's occupied with your friends. You'll need to block most of her hits, as she can fatally shred an unprepared player. This battle is tough, but take solace in the fact that you'll earn a lot of experience.

**Battle #7: Limited Time**

# of Enemies: None

The train will crash in an explosive display unless you can find the key-card needed to disconnect the last car. There are three boxes in the train car. Open up all three, and the card will be in the last one you check. Hurry, otherwise the crash will make the next battle area more tense.

Though it certainly doesn't take a whole lot of time to complete The Bouncer, alternate characters and paths can leave you missing key elements. This guide will help you wring the most from this gorgeous game.

**Battle #2: Central Square**

# of Enemies: 5 MSF Agents

To get a really nice boost of experience right in the beginning of the game, try to lure two of the MSF agents to one of the fringe sections of the area. Whittle both of them down and beat them both together for a nice chain bonus. Your two allies should be busy while you try for the chain.

**Battle #5: MSD Cargo Train**

# of Enemies: 2 Waves of 3 Guards

Two more mini-fights against some Security Guards is all that stands between you and the first boss:

Echidna.

Use this battle to grab any extra experience that you can, because you'll need to be strong enough to take on the boss in the next fight.

**Technique****Be a Vulture**

Pay attention to the life of the enemies that your pals are fighting. When they drop into the red, finish them off so you'll get the EXP (otherwise, it'll all go to waste). Chain into them for more points.

**Battle #8: Mikado Tunnels**

# of Enemies: 5 Chiefs, 9 Guards

If you disconnected the train car, this area will be loaded with guards who are ripe with EXP. If not, you'll have to keep moving to avoid being trapped behind some shutters (getting trapped spells instant death). This area is vaguely maze-like, so try to keep your bearings.

**Alien Resurrection**

**Cheat Menu:** On the main menu screen,

press Circle, Left, Right, Circle, Up, R2. You will hear a sound. Now go down and access the options. In the options menu, there will be a new setting called Cheat Menu. Go into this menu to access a level select, Infinite Ammo, Infinite Health, No Chestburst and No Draw.

**Army Men: Sarge's Heroes 2**

**Invincibility:** In the middle of a game, press START to pause. Then press Square, Circle,

L1, R1. You will hear a sound. Unpause the game and you will see the word "Invincible" at the top of the screen

**Every Weapon and Unlimited Ammo:** In the middle of a game, press START to pause. Then press Square, Circle, R1, L1. You will hear a sound. Unpause the game and you will see the word, "Power Up" at the top of the screen. Press Circle continuously to scroll through your available weapons

**Danger Girl**

**Level Cheat Mode:** On the main menu, press L1, R2, L2, R1, Circle, Square, Triangle,

Triangle. Then press and hold L1+L2+R1+R2 to get access to every level. Inside any level, press START to pause and you will see "Cheat Options". Press X on this option to see the Cheats that can be opened by discovering icons in many levels of the game

**Dynasty Warriors 2**

**Enter these codes at the title screen. You will hear cheering if the code was entered correctly**

**All Hidden Characters Revealed:** Square, R1, Square, R2, Square, R2, Square, R1. Nineteen hidden characters will be

### Battle #9: The Carrier

**# of Enemies:** 3 Carrier Soldiers  
This battle is pretty simple. You only have three opponents; however, the area where you must fight is fairly close quarters. You can get by this easily enough with your allies' help, but if you want the EXP, you should at least get the kills by yourself.

### Battle #10: Hanging Garden

**# of Enemies:** 3 Mikado Special Forces (MSF), 2 Watch Dogs  
When you reach the Hanging Garden, you will be attacked by watch dogs and special-forces troops. This fight can be tough, so stick to the periphery so the numerous enemies don't gang up on you. The dogs, in particular, can be a real hassle.

### Technique

#### Fighting Watch Dogs

The watch dogs (and an upcoming panther) can only be hit with kicking moves. Kicks are the only attacks that strike low enough to hit these nasty creatures.

### Boss #11: Hanging Garden P2

#### # of Enemies: 4 MSFs and Mugetus.

An emotionally messed-up agent called Mugetus will attack you in the Hanging Garden. He moves quickly on his feet, but is susceptible to your attacks when he's getting up. Try to smack any MSFs who turn their backs to you. With the special forces out of the way, Mugetus will hardly put up much of a fight when the three of you tag-team him.

### Boss #12: Crystal Dome

#### # of Enemies: Dauragon and ??? (Kaike)

Dauragon is the big baddie of the game. He's protected by a strange panther, and he has a deadly arsenal of moves. You have two ways to beat him. Method 1: Block his flurry of strikes, and whoop him when he pauses. Method 2: Keep away from Dauragon until he turns his back to you. When his attention is elsewhere, beat him from behind.



## Separated...

**Three Different Paths:** After your fight with Dauragon, the game will take a different path, depending on which character you choose. After this sequence, all three will meet up again and the game will continue along the same path...

### Battle #13: Mikado Building

#### Sion's Path: Offices

Sion must navigate a maze of corridors until he can find the executive floor. During the course of your search, you will face a new enemy called a P-101. This threat looks like a harmless service robot, but it's quite nasty. Use low strikes to knock it out. Eventually you will come to a computer...

#### Volt's Path: Enhancement Surgery Area

Volt's segment will offer you a chance to vent any pent-up frustration you may have. Lots of encounters will ensure that you'll be able to earn plenty of experience. You will face a lot of special forces a few MSF Elite. There are also a few P-101s that require some attention.

#### Kou's Path: Locker Room

If you play things smart, you don't have to fight. Instead, you will be able to sneak around disguised as one of the special forces. They use hand signals to communicate—the next page will detail all of the moves you need to know. Keep in mind that you may want to fight so you can earn more EXP.

## Sion

### Using Him Effectively

Overall, Sion is the most effective fighter in the game. Although he's rather wimpy from the outset, he builds up faster than the other characters. He also has some quick punch combinations that allow him to put up a wall of fists.

Utilize Sion's speed to get around to the side of enemies—his punches will go right through their guard. Because of this ability, Sion is the best fighter when it comes to bosses.

Moves	Hold E5 and Press
•Buster Throw	H
•Torpedo Kick	M
•Ground Sweep	L
•Floating Mine	J
•Tornado Uppercut	H+J
•Double Knuckle	M+L
•Hurricane Blitz	L+J

Unlocked in Free Mode. You will have less characters unlocked in Musou Mode. This will also give you the ability to choose your side in Free Mode.

**Edit Opening Cinema:** R2, R2, R2, L2, L2, R1, L1, "Opening Edit" will appear in the options. This new mode will allow you to edit the opening cinematic scene with the characters of your choice.

**Every Wu General:** Square, Square, R2, R2, R1, R1, Square, Square

**Every Shu General:** Square, Square, R1, R1, Square, Square

R2, R2

**Every Wei General:** Square, Square, Square, Square, R2, R2, R1, R1

**Side Select in Free Mode:** Press and hold Triangle. While holding it, press R1, L1, R2, R1, L1, L2, R2

**BGM Test:** L1, L1, L1, R1, R1, L2, R2  
Go to the options, choose Sound and access the "BGM Test" option

Now you can listen to the game's background music.

## Gradius III and IV

These commands can be done multiple times in Gradius III. In Gradius IV, you must beat the first boss of the game to do the tricks and they can be done once per level beaten thereafter. If you don't use the power-up trick in a level, you can build it up to do it multiple times in the next level.

**Double Weapon Power-Up:** In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, Square, Triangle.

**Laser Weapon Power-Up:** In

Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, X, Circle.

**Hidden Modes in Gradius III:**

Cube Attack Appears in Extra Mode: Reach Stage 9  
First Gradius Stages Appear in Extra Mode: Get hit with a bullet from the boss of Stage 10.  
Extra Mode Appears in Extra Mode Complete the entire game once.

**More Weapons:** Complete game in Extra Edits

**Hidden Modes in Gradius IV:**  
Boss Rush Mode: Complete the entire game once

Stage Select: Complete the entire game without using a Continue

**Full Power-Up in Gradius IV:**

In the game, make sure you have beaten a level and the end level boss. After this, press START to pause the game and then press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle. Press Start to (cont. on page 108)

## Experience

**Earning EXP:** Every time you defeat an opponent, you will gain experience. You must get the final hit on an enemy in order to be awarded the EXP. It does not matter who inflicted the damage up until that point.

**Chains:** If you kill two combatants within a few seconds of each other (a chain) you will multiply the experience gained times two. If you kill a third adversary within a few seconds after completing your first chain, you will get an even greater bonus.

### Remember:

1. Completing chains is difficult when your allies are around, as they love to steal your kills.
2. Tightly packed enemies make a wonderful opportunity to chain. When an enemy falls, he will damage anyone he smashes into.

## Upgrading

**Decisions, Decisions...** Once you earn enough experience points, you will have a chance to upgrade the fighter who earned them. You can either upgrade your three basic stats, or you can try to acquire a new move [after much trial and error, we found that enhancing your stats will do more for you in the long run—try to keep all of your attributes even, with a tendency toward building up your power].

**Life:** This determines how many hits you can take before you take a dirt nap. A large life bar ensures that you'll be able to take whatever the enemies dish out. Against standard enemies, this is the second best ability to enhance.

**Power:** Increasing this will allow you to cause a whole lot more damage with your attacks.

**Defense:** This works hand-in-hand with Life. It reduces the amount of life you lose when struck.

**Special Moves:** Ignore these options until you've maxed your stats.

## Agent Signals

**Sneaking Through:** When you have to infiltrate the Mikado building as Kou, it is possible for you to get by without killing anyone (of course, you'll earn a whole lot of experience if you decide to fight your way through the building). Since you'll be disguised as an MSF agent, you can mimic the other MSFs' hand gestures in order to avoid getting into any fights. Memorize what each of the four signals do before you decide to set out.



## Trinity

**Cool Looking, but Useless** If you are in a battle that uses all three Bouncers, you will be able to perform a neat-looking attack on one of your enemies.

**How It's Done** Occasionally you will hear one of the fighters taunting during a battle. If you taunt quickly enough after your partners do, you will attack some poor schlep with a really nasty attack. This move does only a little bit of damage and can never kill...

**Only Against Fodder** Don't try these moves on any of the more skilled opponents, or you will end up on the receiving end of the attacks!

## Secrets

### Secret Characters

You can unlock more fighters to use in the multiplayer modes if you complete various tasks.

### Beat the Game Once

- Echidna
- Dauragon (1)
- Dauragon (2)
- Dauragon (3)
- Mogetsu
- Mogetsu (unmasked)
- PD-4
- Dominique
- Kaldea

### Beat the Game Three

- Times**  
1. Dauragon (4)

### Beat the Game Using Only

- Kou**  
1. Leann

### Beat the Kaldea Using Volt or Kou. Complete the Game with Sion.

1. Wong

**Note:** The level of the characters you earn will be at the rank of the fighter who has beaten them. Keep this in mind when you're going for the hard-to-find characters. You

don't want to end up having to go through the game multiple times.

### Fighting Arenas

To open up all the arenas in the multiplayer modes, simply complete the game once with all three characters. This will take you through every room and locale.

### Special Endings

Find a special ending for each character by doing the following actions:

- The character whose ending you want must be the one who infiltrates the Mikado building.
- That character must defeat Kaldea.

### Specifics

**Sion:** Do not have him fight Kaldea; however, use him to defeat Dauragon.

**Volt:** This character must be the one who defeats Echidna every time you face her.

**Kou:** Simply complete the game using only him and you will be able to have a special fight against Leann after the credits.

**No Police: LOSEEDS 10,000,000 Points: BIGSCORE**

**Multiplier x5: HIGH-FIVE**

**All Weapons: NAVARONE**

**Unlimited Energy: LIVELONG**

**Most Wanted: DESIRES** [Your wanted level is maxed out. Everyone will be after you.]

**Level Select:** When asked to enter your player's name, put in IT'S ALL UP on the entry screen. Now you can choose your level

## Grand Theft Auto 2

From the main menu, access "Play and then Player Name." Enter the name of your player as one of these codes for the results shown.

**Battle #13-B: Executive hallway**  
**# of Enemies: Kaldea (morphed)**  
Sion will eventually come across the strange panther that protected Dauragon when you fought him. Treat her as you would any of the other animals. Try to pin her against a wall and keep kicking with your low hits. If you keep attacking fast enough, she'll never be able to get back up on her feet.

### Boss

#### Battle #14: Executive Office

**# of Enemies: 2 MSF, 2 MSF Elite and Mugetsu**

Sion has been attacked by Mugetsu and a host of deadly special forces troops. Lure Mugetsu away from the other combatants and take him on yourself. Block his incoming hits, and strike him when you see an opening. Blocking is an important skill that should be used extensively here.

#### Battle #15: Rocket Tower Escape:

**# of Enemies: 7 LD-15, 1 P-7-101, 10 MC-07, 2 Sec. Guard**

This is the hardest basic section of the game. You must escort Dominique through four floors that are teeming with robots and security guards. Fortunately, you do not have to destroy all of the enemies in your path. To make a quick exit, keep your eyes peeled for stairways that lead downward. Make sure Dominique doesn't get hit.

#### Boss

#### Battle #16: Rocket Tower (bottom)

**# of Enemies: PD-4**

This mechanically and genetically enhanced soldier can whip out some amazing mojo. Wait until he turns his attention to your two comrades, then nail him when his back is turned. When PD-4 gets up, walk away about five feet—he should forget all about you. When he does, simply smack him in the back of the head again. He's powerful, but none too smart.

## Volt

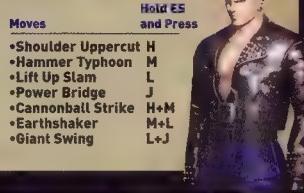
### Using Him Effectively

Volt is a powerhouse and can tear through most enemies with ease. However, he does not have much along the lines of defense, and he will end up losing in a protracted fight. Worse, Volt is slow, making it difficult for him to handle multiple opponents.

Use Volt's punch combinations to steamroll through the opposition and follow them up with one of his jumping pounces. Be very careful when using him against bosses.

### Moves

•Shoulder Uppercut	H
•Hammer Typhoon	M
•Lift Up Slam	L
•Power Bridge	J
•Cannibal Strike	H+M
•Earthshaker	M+L
•Giant Swing	L+J



## Hot Shots Golf 2

**Incredible Code:** From the title screen, choose New Game. When asked to choose your name, enter 2SHD and then press the R, L, and C buttons on the screen. Now all of the hidden characters will be unlocked. All difficulties, special cubes and balls will be available, prizes and more.

## Silver Star Story Complete

**Lords of Lunar Mini-Game:** Insert

the Making Of Lunar disc. Then, when the video sequence of the making of game begins, press Up, Down Left, Right, Triangle, START. You will be taken to a new title screen called Lords Of Lunar. You and one other player can battle agaist six computer players. You can choose your character for the castle you defend set up your options and more.

## Marvel vs. Capcom

**Hidden "EX" Option:** Press START at the title screen. When the ma-

nus appears highlight "Option," press and hold SELECT and then press START. The "EX" option will appear and you'll be able to choose your vitality recovery speed, a full hyper combo gauge and more.

## Midnight Club

**Unlock Smuggler's Run Buggy:** If you happen to have the game Smuggler's Run you can open up a hidden vehicle in Midnight Club! Just save a game from Smuggler's Run on a memory card. Now, with this

(cont. from page 107)

Unpause the game and your ship will be fully powered up with lasers, options, shield, etc. This will only work once per level, so use it wisely. You can build it up by clearing multiple levels without using it, and then you can do the trick more than once per level.

## Grand Theft Auto 2

From the main menu, access "Play and then Player Name." Enter the name of your player as one of these codes for the results shown.



# Music Anime Dance



**DANCING**  
*Melody of Rhythm & Dance*



03 | 2001

### Battle #17: R-Tower Basement

# of Enemies: 2 LD-X1, 1 LD-X1

In this battle, you will face down three giant robots. Lure them away from each other, otherwise you will get continually jugged by them. One-on-one, these enemies aren't too nasty. Just keep the pressure and with rapidly repeated combinations. Once you've wrecked all three droids, the story continues...

### Technique

**Fighting the Robot Guards:**  
As long as you keep hitting them, the robots cannot attack. They'll end up stunned for a few seconds. Punch furries or Kou's flip kick are ideal for keeping the pressure on.



### Boss: Battle #18: Rocket Tower Deck

# of Enemies: 2 LD-X1 and Echidna

Let your buddies soften her up while you dismantle the robots. With the robots out of the way, you'll have an easier time out-maneuvering Echidna. She will use a lot of ground-based spin attacks. Block and wait for her to approach you, otherwise you'll walk into an attack.

### Boss: Battle #20: Galios

# of enemies: Kaldea

Sion's childhood friend, Kaldea, will alternate between her panther and human forms. Low kicks will work against the panther, and punch thrusters will work effectively against her lovely female figure. If you start getting jugged, run a short distance away and start blocking until she attacks you again.

### Boss: Battle #21: Orios

# of Enemies: Dauragon

You will have to fight Dauragon twice (three times if this is your third time through without being able to save). Unlike the last time you fought, he is fast and powerful enough to knock a quarter of your health from you with a single hit. Keep blocking until you see him turn away. Use this chance to tear into him. If you try to play an attrition battle against him, you will lose. This is the last fight, so be sure to unleash all your tricks.

### Boss: Battle #19: Carrier

# of Enemies: Just friendly 'ol Mugetsu

To pin Mugetsu against one of the carrier walls, or he'll flip around and wipe you out. Remember to block when he starts to spin. This spin signals an attack that can drain an S-Rank fighter easily. Distracting him is another good technique.



### Boss: Battle #22: Galios

# of enemies: Galios

You will have to fight Galios twice (three times if this is your third time through without being able to save). Unlike the last time you fought, he is fast and powerful enough to knock a quarter of your health from you with a single hit. Keep blocking until you see him turn away. Use this chance to tear into him. If you try to play an attrition battle against him, you will lose. This is the last fight, so be sure to unleash all your tricks.

### Kou

#### Using Him Effectively

Kou has a strong defense, but lacks in the other two statistics. Unlike the other two fighters, he is more effective with his feet than his fists. His flip kick is one of the most useful moves, as it can even hit a downed enemy.

Kou's punch combination is a little slow at the end of the movements, so you'll need to quickly add in another attack. The flip kick fulfills this role nicely, but don't get greedy with multiple enemies.

Moves	Hold ES and Press
•Heel Smash	L
•Circular Uppercut	M
•Double Spin Kick	J
•Mountain Storm	H
•Lightning Smash	L+J
•Tiger Spin Kick	M+L
•Tiger Frenzy	H+J
•Raging Tiger	H+M

saved game in your system, go to the vehicle selection screen in *Midnight Club*. Keep scrolling through the cars and you will eventually see the Baja Buggy as a selectable vehicle.

### Mission: Impossible

From the main menu, choose the "Load Game" option. Then pick "Password." Now enter one of these codes as shown. Don't worry about the "Bad Password" warning. The codes will still work.

Turbo Ethan: GOOUTTAMWAY  
Stiff as a Board: SCAREDSTIFF

Longer Jumps: BONICJUMPER  
Slow Motion Mode: MTRIEDTODAY  
See FMVs: SEECOOLMOVIE  
Developer's Message: TTOPFSECRETT

### Need for Speed: High Stakes

Cop Code: Enter the game option screen and select the "User Name" option. Enter the name NFS\_P.D. This will allow any unlocked cop car to race on any track.

### NGEN Racing

Enter these game codes on the main

menu screen.

All Arcade Mode Tracks, Classes and

Jets: R1, L1, R2, L2, R2, L2, L1,

NGEN Mode Extra Jets: R1, R2, L1, L2,

L1, R2, R1

400,000,000 Credits: R2, L2, R2, L1, R2,

R1, R2, L1.

### NHL 2001

From the main menu, access "Game Settings." On this menu, access "Rosters." From this screen, choose "Create Player." Next, enter the first and last names of the players as shown below for various results

(cont. on page 110)



PlayStation.2



[www.tecmo.com](http://www.tecmo.com)



## The Stages of DDR

Almost everyone goes through at least three distinct stages while first learning how to play DDR: Marching, Jumping, and finally, Stepping.



Players move one foot at a time to make the right steps, but immediately move them back into the center position before the next step—a technique that looks more like marching than dancing. When the songs get faster, it's no longer possible to play like this—you'll have to evolve to Jumping.



The Jumping technique is extremely effective for most songs, except for the fastest. It's just as it sounds—you continuously "jump" to the beat, resting your foot/feet where they need to be on each beat. Jumping does have one drawback, though—the 1/8 Steps are very likely to throw off your rhythm, since they're not on the song's main beat.



To truly master the game, this is how you have to play. Here you step on the correct motions, but don't move your feet back to the home position or jump to every beat. This makes it a lot easier to master the 1/8 Steps and do almost every song on Difficult mode until you get good/fast enough to challenge Expert.

(cont. from page 109)

**When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.**

**Superstar Defense:** Put in Sandis for the first name and Ozolnish for the last name, or Chris for the first name and Pronger for the last name.

**Superstar Forward:** Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name.

**Superstar Goalie:** Put in Patrick for

the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name.

## Nightmare Creatures II

In the middle of the game, press START to pause the game. Then hold L1+R1+R2+Square, Circle and press SELECT. You will now be at the "Cheats" screen with the option for invulnerability. On this screen, enter any one of these codes to add new options to the menu.

## Basic Techniques

### Watch Where You Step

Foot positioning is the real key to success in DDR. Where your feet are will determine if you'll be able to make the next step. It's really easy to get tripped up. To get in the right positioning, you'll have to learn where to turn from side to side during a song. And when you get really good, you can turn all the way around while doing the moves without having to look at the screen.

### Jumping

There are times when you'll have to jump around the mat. Dub I Dub, Dynamite Rave, Make It Better and Afromova all have pretty wild sections where all you'll be doing is using both feet to jump around the pad. Many times you won't even have to move both feet from a particular direction.



In Monstop mode combos carry over to the next song. If you're a pro, you can get some **HUGE** ones.

## Off-the-beat Steps

### Melody Mania

As you move up in difficulty, you'll find steps that aren't 1/8, but aren't on the main beat, either. These steps require you to listen to the melody of the music for a hint of how to hit them. Many of the steps in El Ritmo Tropical on Difficult, AM-3P and Get Up N' Move follow this rule, and you've got to be aware of the main melody to learn how to hit them.

### A Word About Difficulty Levels

Any game begins at the default difficulty, Standard. Pressing Down twice brings you to Difficult mode, which adds 1/8 Steps to many songs—making them a bit harder to complete. Pressing Down twice again puts you in Expert mode, which will



Press START at the music select screen to bring up a menu of additional options.

be insanely hard until you've honed your dancing skills. Most (but not all) Expert levels have steps that are even faster than 1/8 Steps, so you've got to be really quick on your feet.

### Ah, My Eyes! I'm Blind!

Sometimes it can be difficult to follow what's happening on screen with the amount of background movement during the game. If you're having trouble, you might want to go into the options and turn off the background effects.

### Use the Training Mode, Luke

This seems like a no-brainer, but use the Training mode! A lot of people never take advantage of this valuable tool—instead, they just opt to stay away from songs they can't do. This is silly. Spend a little time in the Training mode and in no time you'll be wowing your friends with a fresh set of mad-dancin' skillz.

### Keep On Movin'

Dance-mat controllers have a tendency to move around a lot. To stop them from doing it as much, try putting a towel down underneath or surrounding the back of the pad. You can also try using one side of a velcro strip to get it to stick to the carpet. Also, keep in mind that Konami-mate pads are slightly less likely to move around than those made by third parties.



Dynamite Rave on Difficult is a song where you'll have to jump around a lot. Tired yet?



Hope you saved up enough energy to pound out the daring and difficult ending of Brilliant 2 U.



El Ritmo Tropical is just one of the songs that has steps that go with the melody and not the beat.

## Oddworld: Abe's Exoddus

**Level Select:** At the main menu, hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.

**Invincibility:** While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Circle, Triangle, Square, X.

**Next Section War:** During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat

will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. Note: Skipping sections of the game will decrease the number of saved Mukodons in the game!

## Ready 2 Rumble Boxing: Round 2

From the main menu, choose Arcade Mode. Pick a One Player or Two Player game and on the boxer selection screen, enter any of these codes for the results as shown. You will hear a

"...AN ABSOLUTE TRIUMPH -  
IT'S VERY LIKELY THE BEST  
PURE RACING GAME  
AVAILABLE ON DREAMCAST."

- Official Dreamcast Magazine



## They Call Me "Son of Thumper"

### Heel, Boy!

There are times when 1/8 Steps come in rapid succession all in one direction. If you're having trouble hitting all of them, you might try using your heel instead of trying to move your whole foot to pound out those steps. Alternatively, you can put both feet on one direction and run in place—that's another effective method of doing these steps.



## One-eighth Steps

### Pick Up the Pace

1/8 Steps are the most difficult to get a hang of because they require you to suddenly dance a lot faster. You can distinguish these special steps from the regular ones by color, which is good, because you can usually see them coming out of the corner of your eye. In easier songs they're usually found in groups of three steps. The best way to hit them is to use alternating feet.

### Training-Mode Techniques

The first thing to do when you're learning 1/8 Steps is to use the Training Mode. If you turn on the "Little" option, you can remove the 1/8 Steps so you can learn the songs without them first, then add them later once you've got the song down. Another method to help you get the 1/8 Steps down is to slow your song down—this way you can learn where your feet should ideally go to effectively hit the 1/8 Steps, then, once you have it down, you can gradually up the tempo until you can go full speed.

## BIG IN JAPAN

### Game Versions

In Japan, there are 10 Dance Dance Revolution titles for PlayStation, two for Dreamcast and Game Boy, and one for the N64. That's a lot of dancing! In March, DDR 4th Mix will hit Japan, and a 5th Mix is headed to arcades right around that time, and that doesn't count the many keychain LCD version Konami has released.

### Controllers

There are also many different options when it comes to DDR controllers. In addition to the standard Dance Pad by Konami, there's a Disney-themed pad, a "deluxe" pad with cardboard reinforcement under the arrow and a built-in cushion, one modeled exactly after the arcade machine (that'll run you \$1,800).

and a "runner cushion," which big foam pad to put under the standard dance pad to insure you won't disturb the people living below you if you live in a high-rise apartment. If you need to give your feet a break from dancing, Konami also has a PlayStation controller with two smaller dance pads in place of the directional and buttons.



This is the \$1,800 DDR pad for PlayStation that is designed to look like the arcade pads. These were only available via Konami's mail-order service to around 100 pre-purchasers.



From businessmen to school kids, during the height of DDR fever, everyone was cuttin' the rug.

bell if the trick was entered correctly.

**Note:** Player One may enter one of the codes and then choose a character. Then Player Two may enter a different code and then choose a character.

**Huge Gloves:** Left, Right, Up, Down, RT, R2

**Zombie Boxer:** Left, Up, Right, Down, RT, R1, R2

**Fat Boxer:** Right, Right, Up, Down, Right, RT, R1, R2

**Skinny Boxer:** Right, Right, Up, Down, Right, RT, R2

**Play as Freak E. Deke and Michael**

**Jackson:** RT, R1, R1, R1, R1, R1, R1, R1, RT, R1, R1, R1, R2, R1, R1, R1, R1, R1, R1, R1, R1, R2

**Christmas Arena and Costume:** Start up your system without the disc inside, then access the "System Configuration" option. Choose "Clock Adjustment" and set the date to 12/25/2000. After adjusting the date, insert the game and begin. Choose Arcade mode and highlight "Selene Strike" on the boxer selection screen. The words, "Holiday Outfit" will appear underneath her name.

**Unlock All Boxers:** From the main

menu, choose Arcade Mode. Then select one or two players. On the boxer select screen, press Left, Left, Right, R2, Left, Right, Right, RT, R1, R2. You will hear a bell when entered correctly. Now you can choose from a variety of new boxers, including Bill and Hillary Clinton!

### Ridge Racer 5

**Opening Cinema Effects:** During the opening cinema, you can give three different effects to the graphics. Pressing RT once will give you black-and-white graphics, pressing RT again will give you yellowish (cont. on page 112)

"TEST DRIVE LE MANS IS FLAT-OUT ONE OF  
THE BEST RACERS EVER FOR DREAMCAST —  
OR ANY OTHER SYSTEM FOR THAT MATTER."

- Daily Radar



"NO RACING GAME CURRENTLY  
AVAILABLE FOR DREAMCAST OR PS2  
COMES CLOSE."

- IGN.com



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Dreamcast



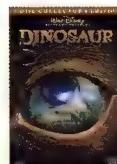
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# DVD EASTER EGGS

## *Me, Myself and Irene DVD*

Check this out Farrelly brothers fans! To see the egg, go to the main menu where clips from the movie are playing along the bottom. Be patient and wait for the clips to play through two times. A box will pop up and ask: "Charlie, have you taken your medicine?" You're given two choices. One says, "No thanks, I feel fine." The other says, "Oh, thanks, I almost forgot." If you pick the first answer (no thanks), Hank will take over the menu and the fonts, along with the background color and the bottom of the screen will change. Pretty cool.



## *Dinosaur Special Edition DVD*

For those who never wrote a seventh-grade book report on Walt Disney, check out this clip for a bit of history. You'll need to access the The Production Process section on the second disc and press Left on your DVD remote. It will highlight a small window with a dinosaur skull. Tap enter and you'll be able to see a 1964 clip featuring the creator of all things cool: Walt Disney. Disney ends up introducing his crew of animatronic dinosaurs designed for the '64 World's Fair. Cool thing: The dinosaurs are now on display in Disneyland.

## *Galaxy Quest DVD*

If you enjoyed this flick as much as the OPM staff did, you'll want to see this. Head to the Cast and Crew Bios section. Once you've selected one of the cast members, press Up to access a video of that actor. Some are quite hilarious.

## *Boogie Nights: Special Edition DVD*

There are quite a few eggs in this tick, but we'll save the "lengthier" ones for our "adult" easter eggs section. For a more banal egg, pop in disc two and find the Cast and Crew Filographies. There are pictures of the major characters and the name of the actor who played them. Put the cursor over the character name then push Enter to see the bio for each character. You'll even find a few interesting facts about Amber Waves' most popular movies and some of the awards that the fabulous Dirk Diggler has won. Great stuff.

## *Frequency DVD*

Since we're predominately a video-game magazine, we're going to help you discover the game Ground Control. First, buy or rent the Frequency DVD. Next, go to Special Features. From there, go to Conceptual and Solar Galleries. Once there, choose one of the options below the play sequence. Finally, let it play until it ends or you can fast forward and it will take you to Ground Control.

## *Army of Darkness Director's Cut DVD*

It's no *Evil Dead*, but it's the next best thing. You'll have to start out by playing the movie with the Sam Raimi/Bruce Campbell audio commentary instead of the film's normal audio. Next, turn on the subtitle function. Instead of seeing subtitles from the flick or the commentary, you'll see scene-by-scene storyboards in the bottom right-hand corner.

**World of Ice**  
Up, Up, X, Up.

### Special Moves

**Freeze Missile** - While in battle press Left, Right, Up.  
**High Jump** - While in battle press Up, Up, Left.  
**Rear Fire** - While in battle press Left, Right, Down.  
**Invisibility** - While in battle press Up, Down, Left, Right.

### Twisted Metal 4

#### Advanced Attacks

These codes can be entered while playing to produce . . .

**Freeze** Left, Right, Up, Up  
**Hyperspace** Up, Up, Down, Down  
**Invisibility** Down, Down, Up, Up  
**Jump** Up, Up, Left  
**Massive Attack** Up, Down, Up, Down

**Up** Up  
**Rear Attack** Right, Left, Down, Down  
**Rear Freeze** Left, Right, Down, Down  
**Rear Massive Attack** Up, Down, Up, Down, Down, Down

**Shield** Up, Up, Right  
**All Power-ups are Homing Missiles** R1, Right, Left, R1, Up  
**All Power-ups are Napalm** Right, Left, R1, Right, Circle  
**All Power-ups are Power Missiles** Down, Down, Circle, L1, Left

**All Power-ups are Remote Bombs** Up, Right, Down, L1, Triangle

**CPU Cars Ignore Each Other and Target Humans** Right, Triangle, Right, Triangle

**CPU Cars Ignore Health Power-ups** L1, Left, Right, Circle, Right

Continue and press START. You will gain five seconds of time and one of your lives will be cut down to half. You can do this multiple times for as many lives as you have.

### Smuggler's Run

In the middle of the game, press START to pause. Now you may enter any of the button sequences below. You will hear a beep when these are entered correctly. Once you complete a mission or return to the menu, the trick[s] will no longer be active until you enter them again.

**Extra Fast Weapons**  
R1, L1, Down, Start, Down

**Faster Health Regeneration**  
Triangle, L1, Down, Triangle, Up

**God Mode**  
Down, Left, L1, Left, Right

**Infinite Ammo**  
L1, R1, Up, Square, Circle

**No Health in All Modes**

Down, R1, Down, Start

**No Health in Deathmatch Mode**  
Triangle, Down, Triangle, Circle, Triangle

**No Health in Tournament and Deathmatch Modes**

Down, R1, Down, Start, Circle

**No Health or Weapon Power-ups**  
Circle, Start, Left, L1, Start

**No pick-ups**  
Circle, Start, Left, L1, Start

**One CPU Ally VS Two Human Opponents**

Down, Down, Right, Right, Down

#### Level Cheats

Level	Password
Construction Yard	(none)
Neon City	Left, Triangle, Right, Right, Left
Road Rag	Start, Start, Down, Circle, L1
Bedroom	L1, Right, Left, Left, L1



**Amazonia 3000 B.C.** Circle, L1, Start, L1, Start

**The Oil Rig** Start, Left, Up, Start, Circle

**Minion's Maze** R1, R1

**The Carnival** Circle, Left, Down, R1, L1

**Play as Crusher** Dawn, R1, Right, R1, L1

**Play as Minion**

L1, L1, Left, Up

**Play as Moon Buggy**

Start, Triangle, Right, L1, Start

**Play as R/C Car**

Up, Down, Left, Start, Right

**Play as Super Axel**

Up, Right, Down, Up, L1

**Play as Super Stomper**

Right, L1, Start, Circle, Start

**Play as Super Thumper**

Circle, Triangle, Start, Circle, Left



**Play as Sweet Tooth**

Start, R1, Right, Left, Right

**Powerful Special Weapons**

Up, Start, Circle, R1, Left

**Unlimited Special Weapons**

Triangle, L1, Down, Triangle, Up

**Very Little Traction**

Down, Triangle, Down, L1, R1

### Star Wars: Demolition

**Hidden Characters:** On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L1+R1 simultaneously. This will bring up the "Passcode" option. Enter your passcode as WATTO\_SHOP and then press X to accept it. Now go back to the main menu and choose a one- or two-player game. Choose your Arena and on the Choose Contestant screen, press Left to see three new characters: Boba, Boushh and Darth Maul.



# fear effect

DISC  
RIVER SETTLEMENT

4

Fear Effect was the best adventure game of the year. If you haven't played it, hurry up. The sequel is here.



## ① Sinking Rock

Once Hana dives into Hell, you'll have to navigate through some sinking rocks. Just go to the side and jump onto the next available rock toward the goal. It's a pretty straight shot. Take a second to watch and it'll be a breeze.



## ② Growing Old

After acquiring the Paper Gate and dropping it into the flaming bush, you'll see your old decrepit friend beyond the freshly burned doorway. She'll hand over the Doll for you to take to the little girl in the room full of active toys. Hand over the Doll, then mess

with the clock sitting on the dresser to make the little girl age. First, key in 5, then 1. Second, tap in 1, 4, 4. Then, tap 4, 3. Finally, twist the clock to 1, 1, 5, 4. Once all of the numbers are in [click X every time you get to the number you want], Hana's little doppelganger will wither to dust and fall over. Check the wall to the left to make breaking this code a whole lot easier.

## ③ Lighting the Torch

Once you've aged "gracefully" and acquired the Stone Scroll, go back to the Madame who sent you to the little girl in the first place. She'll hand you the Tree Branch and send her minions after you. Fight them off and take the Tree Branch to the burning bush by the huts. Light it up, then find the three unit torches spread around the level (they're as plain as day). Once they're lit, a door will open and you will be able to get half of the Stone Willow.



## ④ Walking on a Wire

As Glas follows the nearly decapitated Deke, you'll walk by a series of dragons and they'll tell you that they are the dragon of fire, earth, heaven, mountains and water, respectively. When they do, note the symbol below them. Eventually, you'll come to a place where you have to walk across. Be careful—if you choose the wrong tile, you'll fall to your doom. The picture above shows the tiles you have to walk across.

## ⑤ Faces of Death, Part IV

Once Glas has acquired the Stone Sword, he'll be led back to the area of the Sun and Moon doors. Go out of the Moon Door and you'll be near the opening of his journey into Hell. On the wall will be a huge dragon. Use the Stone Sword and it will break open and you will enter a battle to do away with Deke (or whatever's left of him, anyway). The trick is to arm any automatic weapon, and as soon as Deke's maulled face and body pop up, start shooting. After that, you'll have to avoid him when he turns into liquid and bubbles. Just watch and his pattern will be the same. A good trick is to stay in the middle blocks so you can go anywhere in a hurry. Be careful—later on Deke will be deceptive and not just go straight across. After he's done trying to ruin you, he'll appear at the top of the screen. That's when you fire. If you're accurate with the machine gun, you'll only need to blast three bursts of bullets at him.



## ⑥ At the Gates of Hell

Once you've acquired the Stone Scroll, the Stone Willow and the Stone Eye, you're ready for the finale. Run to the farthest part of Hell, to the far left once you've walked up the opening pathway with Hana. You'll be at a doorway and you'll have to match the symbols in the bottom left-hand corner of the picture with the area in Hell in which you found that particular item. It's a relatively simple game of memory. If you were paying attention, but if you weren't, then the left half of the tree goes into the far upper-left corner; the eye goes into the pal, near the bottom left; the scroll goes into the top-center space; and the right half of the tree goes in the far bottom-right corner. Now, welcome to Hell.



## ⑦ The Final Countdown

Once you've past the puzzle and the world has turned to illusion, you'll be inside a room filled with Asian characters. You'll also have a Paper Doll. First thing to do is save at the point to the right of the flaming well. Then place the Paper Doll into the fire to expose three symbols, one above each stone item you're carrying. You'll have to match up the item with its symbol, dropping the particular items onto the symbols themselves. The Stone Willow is located in a spot on the floor to the left of the well (if you're facing the well). The Stone Eye is close to that, in a spot rotating on the wall (the Eye is at a place where you won't be attacked, so it's not a bad idea to do this one last). The Stone Scroll goes on the floor on the opposite side of where you'll place the Scroll and Eye. It's tough, but if you hurry, it can be done.



(cont. from page 113)

**Summoner**

**Comedy Role Playing FMV:** On the main menu screen, move down and access the "Credits" option. While the credits are scrolling, press X. You'll see a hilarious outtake of the characters from Summoner engaging in a role-playing game.

press L2, R2, L2, R2, Up, Right, Down, Left, L1, R1. You will hear a sound if the code was entered correctly. Now go into either Story Mode or Normal Mode. Three more golfers (Sam, Meg, and Steven) will now be available.

**Tekken Tag Tournament**

**Begin with Tag Partner:** If you want to start your match with your second player, just hold the Tag button on the loading screen until the match begins.

**New Armor King Costume:** Beat

Arcade mode with Armor King, then at the character select screen, highlight Armor King and press START.

**Tekken Bowl:** Use Ogre to unlock True Ogre. (While bowling, you can see Dr. Boskonovitch jumping in the background. Aim to the left where he is, and if you get it just right, you will be able to K.O. him with the bowling ball!)

**Jukebox:** Get a score of 200 or more in Tekken Bowl. The jukebox will allow you to choose the background music that plays as you bowl.

**Tenchu 2: Birth of the Stealth Assassins**

**Unlock Every Stage:** From the stage select screen, hold Square+Circle+Select. While holding these buttons, press Right, Right, Right, Up, Left, Down, Right.

**Unlock All Items:** On the "Items" screen, press Square, Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right, R2, R2.

**Increase All Inventory Items by 1:** On the "Items" screen, hold Square+R1.

While holding these buttons, press Right, Down, Left, Up. Repeat this code to get up to 98 of any item.

**Regain Energy:** Pause the game during play and hold Square. While holding Square, press Left, Right, Up, Right, Down. Then let go of Square. Your game will continue with a 100-percent life bar.

**Unlock Tatsumura:** From the stage select screen, hold Square+Circle. While holding these buttons, press R1, R2, L2, L1, Up, Down,

**Swing Away Golf**

**Unlock All Golfers:** On the main menu screen (with Story Mode, Normal Mode, Create Course and Options),

# AWARDS TRICKS

## Best Multiplayer Game

### TimeSplitters

#### Hunk of Burnin' Elvis

If you can beat all five Challenge modes, then you get to play as the King of Rock 'n' Roll. That's right, Elvis Presley's finally making his video-game debut, and we couldn't be happier.

## Best Action Game

### Spider-Man

#### Open Up Everything

So, you've beaten the game a couple of times already and you're wondering if you missed anything. Enter this code to unlock everything. Enter EEL NATS (There is a space between the L and the N).

## Best Racing Game

### Colin McRae 2.0

#### Unlock Every Track

Enter HELLOCLEVELAND at the "Create New Driver Profile" screen to unlock all tracks.

#### Unlock Every Car

Enter ONECAREFULOWNER at the "Create New Driver Profile" screen to unlock all cars.

## Best Sports Game

### Madden NFL 2001 (PS2)

#### Rumblin' Stumblin' to the End Zone

To perform different Touchdown Celebrations just press one of the following button combinations immediately following a touchdown.

Hip Thrust: Hold L1 + Square

Jump Spike: Hold L1 + Circle

Say A Prayer: Hold L1 + Triangle

Spike The Football: Hold L1 + X

Shoulder Shake: Hold L1 + R1

Slam Dunk: Hold L1 + R2

## Best Puzzle Game

### Mr. Driller

#### Redressing a Legend

After beating Time

Attack you'll get a chance

to play all of the reverse

stages. If you manage to take

that down you'll uncover a new

outfit for the lovable Mr. Driller. At the title

screen hit Select to change him into his new

blue outfit

## Best Role-Playing Game

### Final Fantasy IX

#### Powering Up

Nearly every enemy in the Olievile dungeon (on Disc 3) will be an Epitaph. You can easily gain

huge amounts of EXP from these enemies.

First, make sure all four party members have the Jelly ability on, as the Epitaph's only attack

is Petrify. You can take advantage of the

Epitaph's Mirror spell, which creates a clone of

one of your characters, by letting it clone up to

three of your party members. If the Epitaph

clones a character that's in your party, that

character will die. Don't worry about the dead

character, though, just concentrate on attacking

the clone—not the Epitaph itself—until you've

killed it. Next, use a weak attack to hit the

Epitaph and make it cast Mirror again. After the

third clone has been killed, revive any dead

characters, then kill the Epitaph once and for

all. Each clone you kill contributes up to a total

of 7,434 EXP per person. This method also helps

build up the strength of Zidane's Thievery skill

with every successful steal.

# Vogue

Some women have enough clothes to fill two closets, and there's a special few that look brilliant no matter what they pull out of the fray. Hana is one of those types. Here are the three outfits you'll see her in, one simply better than the next.

### Fatigues

Simple, yet swift, this combination of green pants and black baby T leave men speechless.



### The Towel

Debonair and striking, this terry-cloth number leaves little to the imagination. There's only one question: Where is she putting those guns?



### The Bikini

Does anything with a chick look less than sexy? Nope. This powder-blue latex bath is finely crafted with as little material as Edios could find. Great work!



## End Scenarios

### Hana Scenario

If you decide to pop a cap in your one-armed buddy, Glas, you'll have a heck of a time against the devil. There's no fiddle and this isn't Georgia, so load up your pistols and follow these steps. First, you'll have to shoot four of those annoying bat-like creatures while avoiding electric shocks. Once four have fallen, a piece of Paper Money will be on the ground. Pick it up and burn it in one of the torches to injure the final enemy. Do this three times and you'll be successful.

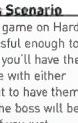
### Glas Scenario

If you think this whole Wee Ming thing is a hoax, then choose Glas and watch the blood flow. Wee Ming will explode into a violent-looking devlish creature. You'll have to execute her green friends, then unload (preferably with an assault rifle). If you're lucky and your aim is dead-on, it won't take more than two times. If this happens, you'll find out what a loveable fellow Glas can be—even though he laid both Hana and Deko to rest.



### Hana and Glas Scenario

If you played the game on Hard and were successful enough to get to the finale, you'll have the option not to side with either Glas or Hana, but to have them work together. The boss will be the exact same if you just chose Hana: Shoot the bad guys 'till they drop. Paper Money, then burn the stuff. This is the best ending you can possibly get. Happiness is as simple as beating the game on the Hard setting.



## The Cheats

To use these cheats, go to the "Options" screen then to the Credits. Once there, enter these codes to get the cheat.

### ① Infinite Ammo

This one's self-explanatory. L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle.

### ② Infinite Health (No Fear)

Also self-explanatory. L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square

### ③ Infinite Weapons

Opens all possible weapons for each character on that level. L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Up, Circle.

### ④ 1-Hit Death with Firearms

Kills foes with one hit when using a gun. L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square

### ⑤ 1-Hit Death with Melee Weapon

Slapjack, Knife, or Brass Knuckles kill with one hit. L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, L1.

### ⑥ Target Practice Mode

All Enemy Detection is turned off. L1, Triangle, Up, Down, Circle, Circle, Left, Left, L1, L2

### ⑦ Pump Up the Ammo Mode

All ammo gives a factor of 10 times more ammo. L1, Triangle, Up, Down, Circle, Circle, Right, Right, R1, R2

### ⑧ Rate of Fire Increase.

All of the PC's weapons shoot super fast. L1, Triangle, Up, Down, Circle, Circle, Up, Up, Up, Down

### ⑨ Instant Puzzle Solve Mode

Solves puzzles immediately, makes this guide useless. L1, Triangle, Up, Down, Circle, Circle, Circle, Down, Down, Down, Up

### ⑩ Suicide Mode

All NPCs have higher health and rate of fire. Down, Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right

Left, Right, SELECT

## Unreal Tournament

**Invincibility:** In the middle of the game, press START to pause. Then press Square, Circle, Left, Right, Circle, Square.

**Level Skip:** In the middle of the game, press START to pause. Then press Up, Down, Left, Right, Right, Left, Circle.

**999 Ammo:** In the middle of the game, press START to pause. Then press Left, Right, Circle, Circle, Circle, Right, Left.

**Level Select:** In the middle of a match,

pause and choose to exit the game. Go to the main menu and choose to resume the game. Highlight the name of the saved game (character) you want, and press Up, Down, Down, Up, Left, Up, Right, Down, Up, You will hear a sound. The "Select Ladder" screen will appear. Now you will see that all the matches are completed in each category, which makes them available to play.

**Stealth Mutators:** From the main menu, press Square, Square, Circle, Circle, Circle, Square, Square, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. Move down until you see Fatboy Mutators. Choose this mutator to fatten up your character as he/she gets frags.

the "Select Game" screen, choose Mutators. Move down the list until you see Stealth as an option. Choose this mutator to have all players equipped with cloaking devices.

**Fatboy Mutator:** From the main menu, press Circle, Circle, Circle, Up, Down, Down, Up, Circle, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. Move down until you see Fatboy Mutators. Choose this mutator to fatten up your character as he/she gets frags.

# The Worst and the Weirdest of the Rest...

Awards from the Flip Side

## Worst Game

*Batman Beyond: Return of the Joker*

Just a couple months after Activision's *Spider-Man* proved that superhero games can rock, along comes this splat of guano from Ubi Soft that sucks more than a thirsty vampire. Double Dragon had better beat 'em-up action over a decade ago—you can't even do a jump kick here. And that only exacerbates an absurd difficulty

level that makes only the most persistent of masochists capable of getting past the second level. Even if you do manage to master such a feat within your three given lives and ten continues, don't count on being able to save your progress. It's only 16 levels to the end, anyway. Only the wimpiest of gamers would need one of those "save features," right? As if all this weren't enough, the ultimate slap in the face is that this isn't *Spawn*, this isn't *Danger Girl*—this is Batman (well, the Batman of the future anyway). It's insulting to fans of the iconic character that he even be associated with such a travesty of a game. At least we're used to such disappointments by now...



## Best Job of Ripping off a Movie Scene

*Danger Girl*

Sydney Savage does her best Catherine Zeta-Jones-Douglas in *Entrapment* impression—well, except for the falling in love with a guy more than twice her age part.



## The "Football?" Award

*NFL GameDay 2001* for PS2

You can't convince us that a football looks like the one found in *GameDay*. This game featured more tear-jerking laughs than an episode of *Jackass*, but the creme de la creme was the pigskin itself, constructed of rabbit feces. Where PS2

Madden's football featured more polygons than that of an entire stadium of the PS one. Madden, GameDay merely gave us one more thing to laugh at.



## Best Use of Rob Zombie

*Tony Hawk's Pro Skater 2*

Considering that Rob Zombie contributed tracks (or, to be more accurate, "track": "Dragula" was so ubiquitous as to be almost expected) to every third game released over the last year (some examples: *Nightmare Creatures II* and *Twisted Metal 4*), it's only natural to recognize his contribution. No, THPS2 didn't actually feature a song by Rob Zombie, but it did feature Powerman 5000, which is basically Rob Zombie without actually being Rob Zombie. And that's the best contribution of all.

## Best Ad

*Incredible Crisis*

"Mr. Takahiro is personally accountable for programming fun code. If you and your friends aren't completely freaked out with fun, then he will be fired. This will dishonor his family, which he can restore only by taking his own life with a sword." Need we say more?



## Worst Ad

*Freedom Shock 2*

This ad, portraying a chubby, unshaven man giving birth to Pelican's wireless controller with an understandably

terrified-looking doctor cutting a moist umbilical cord, sickened us as much as it did the hundreds of readers who wrote in. Needless to say, it only ran once. Ick.



## Best Use of Livestock

*Sheep*

Hands down, the best flockin' game we've ever seen.

the, ah, fecundity of the series with a special category. The one- and two-player action of this chopper-combat title made it a shoe-in.



## Best Shower Scene

*Mortal Kombat: Special Forces*, *Parasite Eve II*, *Duke Nukem: Planet of the Babes*

A three-way tie because, really, who can truly judge the art that is a shower scene?



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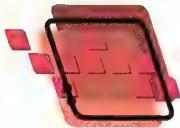
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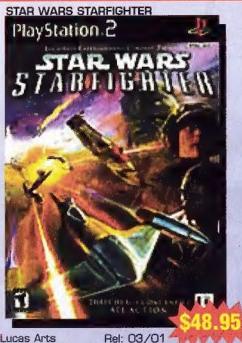
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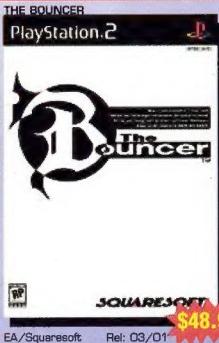
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